FOR ANY NUMBER OF PLAYERS, AGES 14 AND UP

DUNGEONS & DRAGONS®

PLAYERS' GUIDE TO IMMORTALS

THE FANTASY ROLE-PLAYING GAME

TSR, Inc.
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Preface

"You have succeeded!"

The power of the Celestial voice rings in the cool evening sky. Your character has worked for many long years to hear that simple phrase, and has now finally achieved this most ambitious goal—Immortality itself.

You have probably invested a respectable amount of time developing and playing your character. And now you decide your character's ultimate fate. Is reaching this long-sought goal the triumphant conclusion of a glorious career? Or is it just a beginning?

Step into character once again for a look back—and ahead.

You met an Immortal long ago. You accepted a challenge, and brought all your skill and knowledge to use in many long trials. You met, and even exceeded, the stringent requirements you were given. You finally faced this judgment, standing tall in honest victory. Your feat was examined, the results weighed and found to be of full and true measure.

You now stand ready, your farewells completed. At long last you have broken the sticky web of mortal concerns. Under the watchful eye and blessing of your patron Immortal, your spirit turns in a new direction, as the boundaries of mortal life recede ever faster.

There lies your castle, town, province... Your entire realm shrinks to a cloud-dotted square in the patchwork blanket of a continent, its ragged edges trailing off into a sea-blue horizon. The homeworld shrinks into a blue marble on stellar black velvet. You feel a passing twinge of regret as the world, in all its vastness and complexity, becomes a shrinking speck amidst the vast depths of space. You have left the cradle; now look ahead!

Welcome to Immortality. Transcending the limits and concerns of mere mortals, your character has now entered the realm of ultimate power. Your dynast, paragon, polymath, or hero is now one of a handful in the entire history of the human and demi-human people to earn this exalted privilege.

Your character can now explore new worlds and revisit the old. A new home and friends await, and much work lies ahead.

Start by reviewing and changing the game details for the character to reflect the changes that have occurred. Observe what lies ahead, and plan future goals. New and great powers are explained; examine them carefully, and develop strategies for play.

And enjoy the game.

DUNGEONS & DRAGONS®

Fantasy Adventure Game

Players' Guide to Immortals

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This book has been designed for use with the **DUNGEONS & DRAGONS®** Basic, Expert, Companion, and Master Sets. It does not explain how to play the game. You must have the Basic, Expert, Companion, and Masters rules before you can use this set.

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Transition

"But thou shalt flourish in immortal youth,
Unhurt amidst the wars of elements,
the wrecks of matter,
and the crash of worlds."

Joseph Addison (1672-1719)

When your character's spirit left the mortal world, your character's mind and body changed into pure Immortal power. The character's material form was not destroyed, but merely changed, and can be created again.

The character's life force (which mortals can rarely see, even magically) can assume any form convenient to the time and place. It can even exist on two or more planes of existence at once. The character thus has no single "true" form.

The essence of your character remains the same. Memories survive, and personality will be the most useful of the character's assets. All former possessions were props, merely part of the setting for the character role. The character can continue with different props, or even with none; the mind remains.

Don't change your mental picture of the character just yet. For a smooth transition, keep the familiar memory alive—that of a mature, seasoned, famous adventurer. But just as the character has transcended mortal limits, learn as a player to widen your imagination beyond past experience, as you learn more of the game at Immortal levels of play.

Immortals are beings who are one step beyond mortals. In this game, they oversee and control all of the known multiverse. They can appear as normal humans and demi-humans, or may choose to use other forms. They wield power beyond mortal comprehension, but are themselves dwarfed by beings of even greater power. Immortals can create things of all sorts—objects, beings, and even entire planes of existence. But they were not the original creators of the multiverse.

The structure of the organization of the Immortals is divided into five areas, called Spheres. Everything in the multiverse contains part of one or more of these Spheres — Matter, Energy, Time, Thought, and Entropy. Every Immortal serves one Sphere only. Player character Immortals can choose to serve any Sphere except Entropy, which is reserved for NPCs only.

Some beings of historical myth, such as the "gods" of the ancient world, are included in this set as Immortals. Some of the beings once worshipped by the ancients are described here with even greater powers. But all are mere creatures, part of the game system.

Modern beliefs have been avoided in creating this rule system. This is a game. It is not a collection of religious beliefs, and should not be taken as such. If you nevertheless find any part of this game to be offensive to your personal beliefs, simply remove that element. And please hold the beliefs of your fellow players with as much respect as you hold your own.

This book, the Players' Guide to Immortals, starts with the basic information needed to convert your mortal player character to Immortal status. New game mechanics are explained, as are many aspects of the character's new existence. Dungeon Masters should also read this book, as it will affect far more than just player characters.

Book 2, the DM's Guide to Immortals, details the rules for playing in the realms of the Immortals. A large portion of Book 2 describes the Astral and Outer planes, and a sampling of creatures found therein. It also contains many other game details, along with ideas for Immortal adventures.

But just as the original D&D game booklets merely offered a beginning, leaving many details to your imagination, this work also barely scratches the surface. The topic is so vast that many thick volumes could not exhaust it. Add to the basic system herein as you see fit, but maintain the balance and consistency you will find. And remember that the purpose of the game is, as always, to have fun.

The most basic and far-reaching change in the existing game system involves the character's current Experience Points. The XP total is converted to Power Points, which affect other game mechanics.

Get your character records sheet(s) and a fresh piece of paper. Don't discard the old character sheet when you're done; you'll need many of the details later.

Experience Points

In mortal life, experience is a measure of success and power. It continues to be a primary goal of the character, even in Immortality.

Start by converting the total XP earned in mortal life to a new figure, Power Points (PP). Each 10,000 XP are worth 1 PP, rounded up.

A typical starting Immortal (Initiate) has between 300 and 500 PP. Magic-users usually start with the most Power Points, and clerics usually start with the least. Demi-humans may have any amount, but usually start with less than 400 PP.

A character's PP total determines his status in the hierarchy of the Immortals. Gains in status bring gains of Hit Dice, hit points, abilities, influence, and responsibility.

An Immortal character gains PP (usually just called Power) for learning, working, and performing deeds, just as in mortal life. Power may also be gained as gifts from other Immortals, and as bonuses for advancement. Power awards may be small in comparison to XP. Ten or twenty PP are sizeable amounts, especially to a starting Temporal. Remember that each Power Point represents 10,000 mortal experience points!

But in addition to their typical function as a record of experience, Power Points are also actively used in play. They are expended by Immortals in creating various effects, magical and not. This is a basic change in game mechanics, and affects all games involving Immortals. A major goal of all characters is to gain more Power, and to translate that into more abilities and influence.

Power is temporarily expended in producing magical effects, moving or changing elemental material, and attacking. Power is permanently expended in raising ability scores, creating permanent non-magical effects, and many special actions. Temporary Power expenditures return (regenerate) automatically at a rate determined by the character's rank; permanent expenditures do not.

Record your PP total in two places on the character sheet. Write one figure in the usual place for XP, to keep track of the total earned to date—the permanent PP total. Write the total in another place as well, someplace where it can be frequently changed, and use this one to keep track of the character's current (variable) Power. When PP are spent for temporary effects, or regenerated afterward, modify only the current total. Modify both Power totals only if PP are permanently expended or if new Power is received.

If the Immortal's permanent Power total ever reaches zero, the Immortal's life force is extinguished. In mortal play hit points are the measure of life force. (See *Names,* page 3.)

Form

You do not need to amend any character details for this aspect of the character, but you must understand the possible forms.

The material form or body used by an Immortal determines the character's base Armor Class, saving throws, and other details. Though not considered by mortals to be an accessory, a body is entirely optional to an Immortal, and any form is possible. Every Immortal regularly uses three or more forms.

The character can remain pure Power and life force, in a form called incorporeal (without matter). In this form, the character is immune to most attack forms, but also has extremely limited actions. The character cannot use spells or special powers, though communication is possible.

Immortals normally occupy sturdy, but unique, material forms designed for convenience, familiarity, and pragmatic utility. Though these forms are technically mortal, they are extremely durable, and are referred to as *normal* forms. Such a form can imitate the character's mortal form in shape, but the flesh has been replaced with a sturdier form.

Whenever the character revisits the Prime Plane, the character can only assume his or her original *mortal* form, complete with all its flaws. The form can be magically altered, of course, but all the mortal characteristics return in full, excepting only those of the mind (Intelligence and Wisdom). The player may choose the character's age, while an Immortal superior may bestow special abilities or rank for the character. Former items of equipment do not reappear, since they never vanished. They are now in the hands of surviving mortals, the rightful owners. But the character can create nearly any equipment desired.

Name

Your character can still use his or her mortal name, but two new names are gained.

To emphasize that the Initiate has transcended mortal life, every new Immortal gains a new common name. This name is known and used by many other Immortals, and eventually by some mortals as well, once the character gains fame. You as a player may choose the name, though the DM may have specific suggestions or limits.

In addition, the Immortal gains a truename, a word that is magically and truly part of the character's life force. Immortals discover their new truenames through meditation, and usually keep them utterly secret. An Immortal cannot be forced to reveal a truename by any means whatsoever, and a truename cannot be otherwise discovered.

One's truename is linked to the character's existance and those who possess the hidden knowledge may command or destroy the Immortal. Conversely, damage may only be inflicted on an Immortal if part of his truename is known and invoked.

One or more parts of an Immortal's truename are often known by other Immortals, though almost never by any mortal. Immortals sometimes find it necessary to reveal parts of their truenames, usually as irrevocable alliances or to balance debts.

After gaining one truename as a Temporal, the character gains another name upon reaching each new rank. A Celestial thus has two truenames; a Hierarch, five. If one truename is compromised early in the Immortal's career, the character automatically grows less vulnerable as more truenames are gained.

Race

The race of the character is the same as in mortal life. The mortal race has long been a major factor in the character's personality, and will always be visible in some way (to those who have the ability to see it, such as other Immortals) as an emanation of the life force.

The title "Immortal" is not the name of a race or class. It is a new type of life form, and a new state of mind.

Rank and Level

These terms are applied to the set of limits affecting the mortal character's range of abilities. The character's limits are now much fewer, but some still apply. You chose a class when you created your mortal character, but now the character's rank is determined by the amount of Power acquired.

The character starts as an Initiate, a member of the lowest rank of Immortals—those with the least Power. An Initiate soon enters the next rank, becoming a Temporal. The

higher ranks of Immortals in ascending order of Power are Celestial, Empyreal, Eternal, and Hierarch.

Level is still used to describe an amount of progress within each rank, again using experience (now counted in Power Points) as the yardstick. Table 1 gives the various level and rank titles and their corresponding Power Point values.

Alignment

The character's alignment may be changed without penalty, though any change in personality should be very minor. Remember that alignment is not something to be chosen and adhered to, but is instead a term that should summarize an actual attitude. If you change alignment, be sure to adopt one that describes, not limits, the character.

Future modifications may apply if your character's alignment matches or differs from the alignment favored by the Sphere (see *Spheres)* chosen.

Armor Class

An Initiate to Immortality has an AC of 0 (zero). This statistic can sometimes be modified by equipment, and always by situation bonuses or penalties, but never by ability scores. It may also be improved by permanently expending Power. Once such an expenditure is made, the AC is permanently and irreversibly improved. It cannot be traded to gain Power. Armor Class changes slightly, but automatically, with each change in rank, but is unaffected by level.

A permanent expenditure of 100 PP produces a permanent gain of 1 unit of Armor Class. The best possible base Immortal Armor Class (before other modifications) is 20 (or, by mortal AC reckoning, AC -20). Few Immortals spend the Power to reach this limit, for many other demands on Power are of higher priority.

Hit Dice and Hit Points

When your character first becomes an Initiate in the Immortal hierarchy, the character has 15 Hit Dice and 75 hit points, even if the latter number is less than the character had in mortal life. If an Immortal reassumes his original mortal form, he regains his mortal hit point total. By the end of the training period, when the Initiate becomes a Temporal, the character has 20 Hit Dice and 100 hit points.

The hit point total for the old mortal form is only relevant when and if that form is used again, with all its limits and flaws.

An Immortal gains one additional Hit Die with each increase in level (within a rank). The number of Hit Dice determines the character's chance to hit in melee. Increased Hit Dice also brings resistance to magical effects for which a size limit is given.

Hit points are also gained with each level, and with each new rank as well. Temporals gain 10 hp per level, Celestials 20, Empyreals 30, and Eternals 40. Hit points are still a measure of the stamina of the character's material body. High or low Constitution does not affect hit points.

A material form that the character creates for use can have any number of hit points, to a maximum equal to the character's. When the form drops to zero or fewer hit points, it dies. The character does not die at that time, but has very limited possible actions until he or she occupies a new form.

Refer to Table 1 for the exact Hit Dice and hit points for each level of Immortality.

Movement Rate

Your character's method and rate of movement are determined by the form used, and by magical effects applied to that form. As a general rule, the movement rate is the same as that of the form used. The form can be moved a bit faster when desired, by 30 feet per turn (10 per round) walking, or double that when running which is the same proportion as for mortal play. Example: A storm giant has a movement rate of 150'(50'). An Immortal taking that form could walk quickly at a 180'(60') rate, or run at the maximum rate of 360'(120').

Your Immortal character can also move across boundaries of planes and dimensions. Trans-dimensional travel always requires an expenditure of Power, though usually very little. Trans-planar movement toward the Inner Planes also requires an expenditure of Power, but movement toward the Outer Planes requires none. Refer to "Outer Planes," "Dimensions," and "Magical Powers" for costs and other details.

Ability Scores

Your Immortal character keeps the same six ability scores used to describe the mortal form. Copy them onto the new character sheet. Though the mortal body described by the categories of Strength, Dexterity, and Constitution is now little used, those terms still refer to aspects of the character's life force. The character's mind, described by Intelligence and Wisdom and affecting Charisma, is exactly the same. Ability scores affect Hit and damage rolls in the usual way. They no longer affect Armor Class or saving throws. To gain each new rank, the character must achieve minimum ability scores. Ability score checks may be required in play. Abilities may be directly attacked by other Immortals and some powerful creatures.

Direct Effects

Although they no longer affect hit points or Armor Class, ability scores do have other game effects. Use Table 2 (Ability Score Modifiers) for the first five ability scores. The table covers all possible scores, from 1 to 100, and gives a modifier for each. Table 3 gives other modifiers for Charisma. The modifier can be applied in a different way for each ability score.

The modifiers are also used whenever Immortals directly attack each other's ability scores. Refer to *Combat* (Attack Forms) for more details.

Refer to the applicable Tables and write the modifiers next to each ability score. Use pencil for all scores and modifiers, since all the numbers change over the course of play.

Strength

When an Immortal occupies any physical form except the original (mortal) one, the the character may use a Punch attack. This blow inflicts a maximum number of six-sided dice of damage equal to the number given on the table. The character need not cause all the possible damage, and may select the number of dice of damage he inflicts up to the limit of the maximum given before any punch.

Intelligence

The number on the table determines the maximum number of projects that the Immortal can handle simultaneously. A project is any activity designed to increase the permanent Power of an Immortal occurring in different locations. An Immortal creates duplicates of himself to oversee each project. If the projects are in different dimensions or planes of existence, only half as many can be maintained. Each project is typically a complex operation.

Wisdom

This modifier determines the maximum number of creatures which can be affected by Aura (see *Combat)* in any one round.

Dexterity

The modifier given affects certain unarmed combats (see Combat).

Constitution

When an Immortal is the victim of a poisonous attack or imbibes poisons or intoxicants, the character resists the effect for a number of rounds equal to the Constitution ability score modifier. Some other affects may occur during that period, depending on the type of poison—deadly, damaging, or special (such as paralysis).

If the poison is deadly, the Immortal suffers 1-6 points of damage each round. If the poison is special, no damage is inflicted, and the effect is delayed as described above. If the poison inflicts a given amount of damage, the Immortal suffers half that amount, applied evenly throughout the delay period (DM's choice), and the balance takes effect at the end of that time.

In all cases, neutralizing the poison during the delay period negates the final effect and prevents further damage (if any). Neutralizing the poison and curing the damage incurred from it are two different effects.

Charisma

This score affects reactions, retainer number and Morale, and Aura strength.

Reactions: This game mechanic is unchanged. The DM rolls 2d6 to randomly determine a reaction for each group or individual creature encountered, whichever is preferred. Apply the given reaction modifier to the roll only if the Immortal character speaks to those encountered. Omit the reaction roll entirely if the Immortal uses Aura to influence reactions.

Maximum Retainers: This is the number of mortal allies which the Immortal can attract and effectively control at one time. The Immortal can have up to this maximum on each project since he can conduct several projects at once at different locations. If the Immortal reassumes his original mortal form, the character's original Charisma must be used instead.

Retainer Morale: The Morale of the Immortal's retainers is checked when needed by applying the standard game mechanic, using 2d6. Retainers with 12 Morale fight to the death if ordered, but otherwise act normally for their own self-preservation. Any Immortal with 21 or greater Charisma can command such loyalty at will.

The Morale bonuses given when the Immortal's Charisma score is 24 or more apply to all the saving throws of all retainers against effects produced by other Immortals. The character may expend temporary Power to further increase these bonuses, but each increase has a duration of only 1 turn.

Aura: Charisma determines the force of the character's Immortal Aura, or presence, on mortals. Aura is an attack form which can be used at will and at no cost in Power. The Aura modifier determined by Charisma applies to saving throws by those attempting to resist the Aura. See *Combat* (Attack Forms) for more details.

Talents

Three ability scores are important to the character's Sphere. The first corresponds to the Prime Requisite of the mortal class matching the Sphere. This is the Primary Talent of every character in the Sphere. The Secondary and Tertiary Talents are listed in order of their importance to the Sphere. The total of these three scores is a new statistic, called the character's Greater Talent. The total of the three remaining scores is called the Lesser Talent.

	Greater Talents (in order)		
Sphere	Primary	Secondary	Tertiary
Matter	Str	Con	Dex
Energy	Int	Cha	Con
Time	Wis	Str	Cha
Thought	Dex	Int	Wis
Sphere	Lesser Talents (no order)		
Matter	Wis	Cha	Int
Energy	Dex	Str	Wis
Time	Con	Int	Dex
Thought	Str	Con	Cha

Write the abbreviations "GT" and "LT" on your character sheet, and list the ability score names and the total talent scores for each. Use the reaction modifier from the Charisma table (Table 3) when finding the total talent modifier. Also find the sum of the ability score modifiers which apply to each talent, and list those cumulative modifiers as well.

Increasing Ability Scores

An Immortal can increase his or her ability scores by expending Power permanently. The cost of increasing a score is determined by the character's rank. Ability scores can only be raised to the listed maximum, as determined by the rank.

Rank	Power Cost Per Point	Maximum Ability Score
Temporal	10 PP	25
Celestial	20 PP	50
Empyreal	40 PP	75
Eternal	80 PP	100
Hierarch	160 PP	100

As one requirement for gaining each next higher rank, all three scores of an Immortal's Greater Talent *must* be raised to the maximum. If the character's total GT is not at its maximum, he or she is not eligible to advance. See *Rank Advancement* for more details.

Any number of points may be "purchased" at any time if sufficient power is available. A character cannot voluntarily expend Power Points if that action would reduce his or her total Power to less than the minimum for the rank as given on Table 1.

Example: A character recently achieved the rank of Celestial in the Sphere of Time. Her Wisdom, Strength, and Charisma scores are now 25 each, and she has 1,080 PP. To raise each ability score to 50 (needed for Empyreal), she must spend 1,500 Power Points to gain 75 ability score points in exchange. However, at this time she can only expend 20 PP, for one ability score point, since the expense of the second point would reduce her Power total to 1,040, ten less than the minimum for Novice Celestial.

Reducing Ability Scores

Ability score points can be converted into Power Points. The only restriction is that no score of a Greater Talent can be lowered below the rank minimum. Each ability score point can be converted into 5 PP. Change both the permanent and current Power Point records for this increase, and subtract the points converted from the ability score(s) being changed.

Ability scores are rarely reduced in this way, but they do provide a reservoir of Power for an Immortal who finds the action necessary. The abilities of the Greater Talents are almost never reduced, but the Lesser Talents do not affect rank advancement, and may be converted with when the need arises. This action must be voluntary on the Immortal's part, and cannot be forced. Ability score points converted can be repurchased later in the usual way (though a net loss in the transaction, possibly severe, must obviously be accepted).

Although a character cannot voluntarily drop to a lesser rank through permanent PP

expenditures, a character may be forced to expend the Power and drop to a lower rank.

Using Ability Scores in Play

Ability Score Checks

In play, a character's ability scores may be important in resolving a problem that challenges even Immortal skill. The DM may call for an ability score check in such situations.

Before the DM makes a check, the player must select one of the six ability scores (the DM must decide when there is a question). A standard ability score check is made by rolling 1d100 and comparing the result to the ability score. If the result is equal to or less than the score, the Immortal's action is successful.

If the roll indicates failure, the Immortal cannot solve the problem. When an ability score check must be passed to complete a given task, a failed check means the task cannot be completed until additional ability score points are applied—by the cooperation of another Immortal, by an actual increase in the ability score, or by some other means. The character cannot simply "try again"; some change in the situation must occur first. Ability scores are limited by the form the Immortal chooses.

A standard unmodified ability score check is a difficult test for most Immortals. A Novice Empyreal will fail 50% of the required checks even when some score of his Greater Talent is being tested. Thus, modifications to ability score checks are common.

Check modifications may be made to the the score at the DM's choice. Bonuses are added and penalties are subtracted. Different numbers and/or types of dice may also be used to vary the difficulty.

Ability scores of cooperating Immortals may be added together for purposes of making a check. What one Immortal may find almost impossible, two or three may consider easy when working together.

The following modifications are applied to tasks which are easy, of average complexity, or difficult for an Immortal. Players may refer to the modifiers in play, so that the difficulty of a task facing the character can be estimated with some accuracy. The DM also may shift the level of complexity of a task, making it easier or more difficult based on the relation of the Immortal to the location (see *Bias).*

	Modifiers for...		
Class	Easy	Average	Difficult
Temporal	+ 55	**+ 30**	**+ 5**
Celestial	+ 40	**+ 15**	**-10**
Empyreal	+ 10	-15	-40
Eternal	-10	**-35**	-60

Example: A Celestial with 30 Strength wants to add a moon to a planet in his home plane. The character creates or gathers the mass, and is ready to move it into a stable position near the planet. The DM states that moving the moon calls for Strength and Intelligence checks with a + 25 bonus. After considering the size of the task, the character convinces a Temporal (with 22 Strength) to assist. The DM adds the Strength scores of the two characters (30 + 22) and the stated bonus that applies (+ 25), for a total of 77. If the result of the DM's subsequent 1d100 roll is 78 or more, the task fails, and the moon does not move. A lesser result indicates the mass is moved. Before the DM makes the Intelligence check to see if the moon is moved into the correct position (course and speed), the two Immortals discuss the problem. They again apply the total of their scores to the check required. The same bonus applies.

Talent Checks

Some complex actions cannot be divided into separate ability score effects. In such cases, a check of an entire talent may be used. Since each talent is comprised of three ability scores, a talent check is normally made by dividing the total talent by three, and again rolling 1d100. Also apply the standard modifiers for ability score checks to checks of any Greater Talent. For a Lesser Talent check, apply a + 30 bonus also. As with ability score checks, a die roll equal to or less than the character's talent indicates that the action is successful.

Attacks on Abilities

Immortals and other outer-planar creatures may use attack forms that directly affect an ability score. These attack forms, which may appear as colorful bolts of energy, use Power to drain or counter an ability, such as Weakness against Strength. Refer to *Combat* (Attack Forms) for more information.

Saving Throws

An Immortal's saving throws are determined by the form he or she has created or assumed.

An Immortal occupying a mortal form has a choice of saving throws. If the character wants to masquerade as a mortal being, the standard saving throws, as determined by the character or monster type and level, can be used for most effects. Any mind attack from a mortal source will fail utterly, of course, but the character may wish to pretend to be affected, as part of the masquerade.

If the Immortal cares more about preserving the mortal form than about the pretense, the character can simply set the saving throws at any value, to a minimum of 2. (A natural roll of 1 indicates failure.) These saving throw numbers can be changed instantly, at the discretion of the Immortal, at no cost of Power.

An Immortal without a material form is immune to all effects of mortal origin, and most attacks of Immortal power as well. Only a Mental Blow or Power Drain (see New *Saving Throws)* can have any affect on a character in this incorporeal state.

Although Immortal minds are beyond mortal influence, an Immortal's normal form may be affected by magic from spells or devices of any origin, mortal or otherwise. Anti-Magic may negate magical effects, but otherwise whenever a saving throw is allowed, apply the Immortal's new saving throw vs. Magic Spell.

The new Immortal saving throws apply only when the Immortal is incorporeal or in any non-mortal form. When the original mortal form is assumed, mortal saving throws apply.

When To Apply Saving Throws

Use ***Power Drain*** when a non-spell effect would reduce Power Points.

Use ***Magic Spell*** when a spell or other magical effect, including those produced by artifacts, would affect any part of the Immortal except the mind.

Use ***Physical Blow*** when an impact or other attack would inflict an amount of hit points of damage.

Use ***Mental Blow*** when an attack (magical or otherwise) could affect the Immortal's mind.

New Saving Throws and Old Attack Forms

Death Ray: Use Power Drain
Poison: See Constitution (page 5)
No effect
Wands: Use Magic Spell
Paralysis: Use Power Drain
Turn to Stone: Use Physical Attack
Rod/Staff: Use Magic Spell
Spell: Use Magic Spell

Breath Weapon, mortal dragon: If the attack can be avoided by dodging, make a Dexterity check (q.v.) using 3d20. Success indicates no damage. Failure indicates that half damage is inflicted (possibly modified by magical effects).

Breath Weapon, Immortal dragon or other: Use Physical Attack

As in mortal life, a successful saving throw indicates that either half or no damage is inflicted, depending on the attack form used, or that no change occurs.

Refer to Table 4, and copy the categories and numbers (for Initiate level) on your character sheet.

Hit Rolls

The standard system for melee attacks is still used. The attacker rolls 1d20, and refers to the hit roll chart (Table 5) to find the Armor Class hit. If the target's actual Armor Class is equal to or poorer than the AC hit, the attack has succeeded, and the attacker then determines the amount of damage inflicted.

You will probably not need a permanent record of the hit rolls needed for your Initiate character. They are used more frequently when the character reaches the Temporal and higher ranks.

All Immortal Armor Classes range from zero to high negative numbers. For ease of play, all negatives are ignored. Thus, the hit roll line on the table seems at first to be the reverse of that used in mortal games. A target with a high Armor Class number is now difficult to hit.

When using Immortal Armor Classes in games involving mortals, always remember to treat each AC as a negative number. For example, if an Immortal with AC 8 appears in a standard game, remember to change its Armor Class to -8 for that appearance.

Modifying Hit Rolls

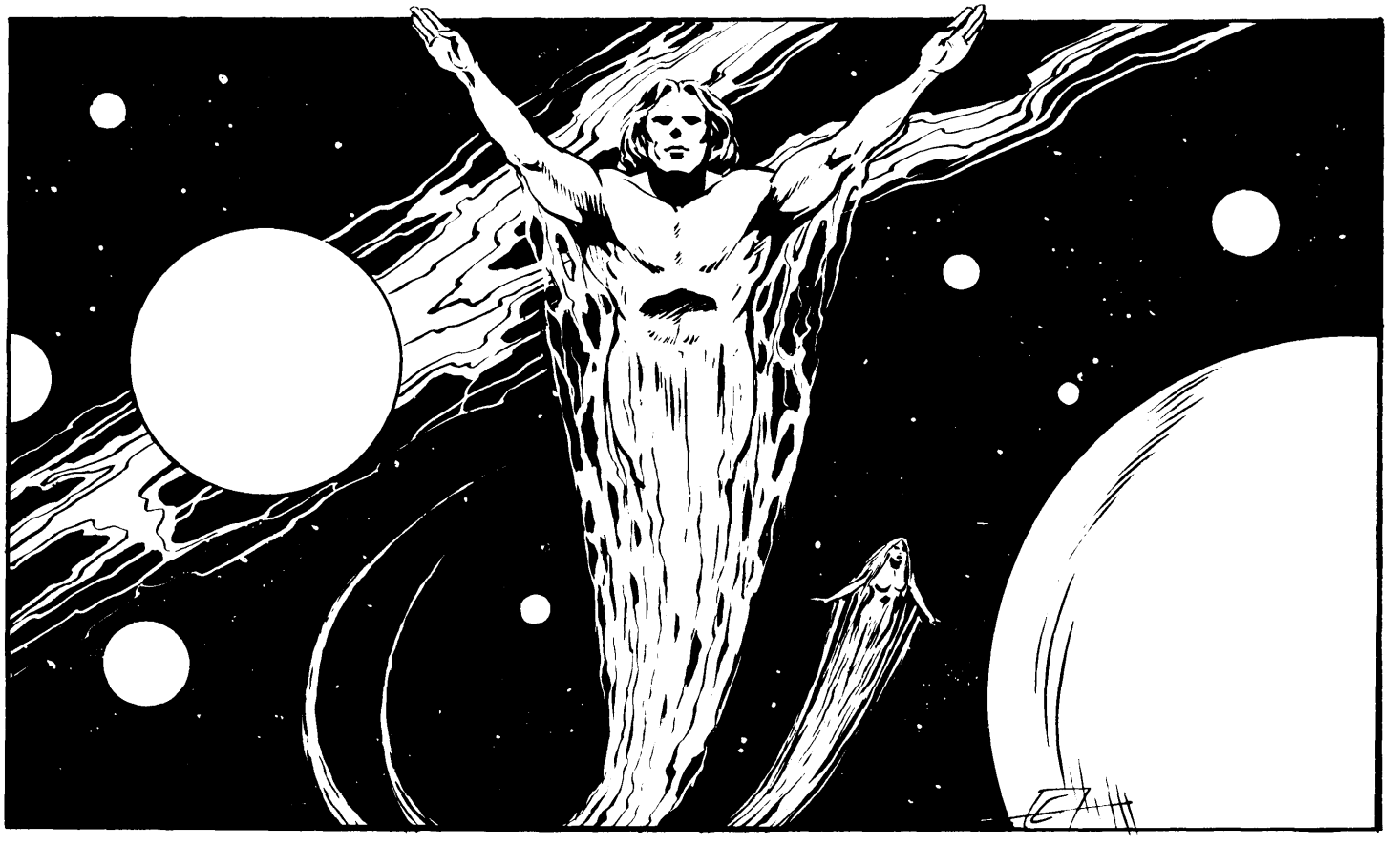
When the number 20 appears on the chart, it always occurs five times in the hit roll line. This effectively gives a bonus of 20% (four AC increments) whenever a natural hit roll of 20 occurs, using the following system. If bonuses raise a hit roll to 20 or more, *stop* adding and use the first 20 in the appropriate series on the chart. If a natural 20 is rolled but unmodified, use the last 20 in the series. If a natural 20 is rolled and modified higher, find the total on the chart normally. Example: A Temporal (HD 20) can hit AC 19 at best with a natural unmodified hit roll of 20. Any roll less than 20 can hit AC 15 at best, if bonuses raise it sufficiently.

Cash Total

Any and all valuables that your character owned in mortal life have been left behind or destroyed. You do not need treasure as such, though some may be useful when dealing with mortals, who value it highly. You may create or collect treasures as desired for future use, when the opportunity permits.

Equipment (Normal or Magical)

As with cash, you can create or collect devices, but they have little use and no value except when dealing with mortals. Only one type of magic item is of real value—one made by an Immortal, and called an artifact. Artifacts are explained in the D&D® *Master Set,* and their powers are quite similar to those of Immortals, but far more limited.



Section 2: New Characters Information

In the previous section, you have modified and reexamined existing character details. At this point, the character may seem to be merely a super-powerful being. But Immortality brings many new and different things as well. Some old and familiar details that have always been assumed, such as the five senses, will be carefully scrutinized. And some entirely new character details will be added.

Spheres

Some time ago, you chose one of four routes to Immortality, and your character followed that route to a successful result. Each route corresponds to one of the four Spheres, and each Sphere gives bonuses to certain mortal classes, as follows:

Route	Sphere
Dynast	Time
Hero	Thought
Paragon	Energy
Polymath	Matter

Whatever route your character took, you may choose any one Sphere now. Before you do so, you may examine the powers, goals, and other details of all the Spheres as described in this book. Though your choice will probably be the Sphere corresponding to the route followed, you can change, and the only cost is that your character cannot qualify for certain future bonuses. Immortals are free to change Spheres at any time, but suffer such extreme penalties (in effect starting completely over) that they rarely do so after passing Initiate level.

The five Spheres of Power are listed for quick reference in your decision.

1. Matter

Favored Class: Fighters
Alignment: Lawful
Element: Earth
Aura: Order and similarity
Purpose: To withstand destruction and decay
Interplay: Opposes Time's attempts at change, resists the attacks of Energy, forces Thought to be practical

2. Energy

Favored Class: Magic-users
Alignment: Chaotic
Element: Fire
Aura: Disorder and uniqueness
Purpose: Create more energy and activity
Interplay: Opposes Thought's attempts to create order, resists the attacks of Time, forces matter to change

3. Time

Favored Class: Clerics
Alignment: Neutral
Element: Water
Aura: Continuous regular change
Purpose: To promote change in all and maintain time's flow
Interplay: Opposes Matter's resistance to change, resists the existence of Thought, forces Energy to have duration

4. Thought

Favored Class: Thieves
Alignment: All
Element: Air
Aura: Purpose and meaning
Purpose: To conceive of and categorize all of existence
Interplay: Opposes Energy's outbursts, resists the limitations of Matter, forces Time into organization

5. Entropy

Favored Class: None (NPC only)
Alignment: None
Element: None (the void)
Aura: Conflict and despair
Purpose: To destroy everything in the multiverse, always making way for the new
Interplay: Uses and opposes all other Spheres; destroys Matter, drains Energy, stops Time, prevents Thought

Options and Abilities

An incorporeal Immortal is extremely limited in possible actions. For this reason, Immortals assume physical forms. But these forms are stronger than any mortal shell, for they are designed to fill many special functions. The characteristics of other forms Immortals assume determine many of their abilities.

The Laws of Nature as known in our world do not apply to the D&D game multiverse. This multiverse is based on combinations of the four elements and their associated Spheres. As you consider all the new and old character abilities, learn to think of their effects in terms of this alternate nature. Beware of your instincts; your subconscious, having grown accustomed to the real world for so many years, often leads you to deductions which are incorrect if applied to the multiverse as it appears in the game. The odd and bizarre are commonplace in the multiverse where form follows function.

Senses

The five senses common to all mortals also exist in most Immortals, but they perceive stimuli beyond mortal ken. Details vary by the Immortal's form.

An incorporeal Immortal can sense and interpret sound and light energy of all kinds. But, without form, the Immortal has no sense of smell, taste, or touch.

An Immortal in mortal form may "speak" by creating vibrations in some manner which can be sensed and interpreted by mortals. The normal form of an Immortal is usually equipped with similar speech organs, but these are rarely used in the same way. The obvious design error of the mortal mouth requires food, water, and air to be routed through the speech organ. An Immortal's speech is generated from an organ uniquely designed for speaking.

Moist, fragile sensory orbs are part of the mortal form. These are equipped to handle a very limited type of energy known as visible light. This radiant form of energy is converted to a more usable form, which is then interpreted by thought. Some mortal forms are also able to sense heat energy in a similar manner (infravision). The normal form used by an Immortal is usually equipped with sturdier organs that can "see" on a greater scope, interpreting more types of electromagnetic energy and enhancing it, such as ultralight, x-ray, radiation, and radiowaves.

Taste is a sensation produced when fluid containing impurities comes in contact with the tongue. As an art form, Immortals retain the ability to taste what they consume, but choose where to place the corresponding sense organs.

Just as impure fluids contain tastes, impure air contains scents which can be interpreted by a sense of smell. Scents are sources of information, and may be very valuable. The mortal organ for scent detection may be redesigned and relocated anywhere on the Immortal form. With experience, an Immortal may be able to track other creatures or find locations by scent alone, sensing tiny changes in the air.

A sense of touch is the ability to perceive surroundings through physical contact without using energy as a medium. Although the mortal form is not equipped to properly handle the information gained thereby, the Immortal mind can easily exceed mortal limits and may be designed to accurately measure as well as sense the environment through touch, given the proper organs to allow this. Pain, the mortal warning system for physical damage, is a function of this sense. Although

pain is useful to alert the Immortal, pain and fatigue can be "turned off after the character takes note of the alarm, and need not be a continuing irritant.

Every Immortal has an additional sense, the ability to detect and use Aura, a psychic manifestation created by living creatures. The character can communicate with other Immortals through use of his or her Aura, at no cost in Power. The maximum range of Aura communication is 120 feet per point of Aura strength, (the number determined by Charisma on Table 3), or 3,000 feet for a Hierarch.

Defense and Repair

Immortals are far more durable than mortals in many ways. They can also be damaged in more ways, since they use attack forms completely unknown to mortals. Defenses and means of repair thus take several forms. Armor Class is a measure of defense against physical attack. Anti-Magic is a measure of defense against magic.

Anti-Magic

An Immortal life force automatically confers some resistance to magic upon the physical form used by the character. This protection, called Anti-Magic (A-M), is explained in the D&D *Master Set* (DMR, page 2). If you are not familiar with A-M, review that section before play.

An Initiate or Temporal has 50% A-M, and this figure increases by 10% for each class attained. A-M may also be increased by a magical effect; see page 17 (non-spell magic of the Sphere of Time).

A character may voluntarily stop (or restart) all personal A-M effects at will. The action must be announced to the DM. This practice is common when a character wants to use magic with a personal effect, such as a cure or ability, such as *shapechange.* If an Immortal does not voluntarily stop the A-M before using magic, the A-M may disrupt magic use, negating all possible results. This applies also to magic used to create or enhance Anti-Magic. If A-M affects existing magic (spells with durations, magic items, etc.), the magic may be negated for a turn or more. During the time when an Immortal stops his A-M effect, he is subject to other magical effects directed at him,

Paradoxically, after magic is used to create or enhance Anti-Magic, the resulting effect (technically magical and with a given duration) cannot be affected by Anti-Magic. It may, however, be affected normally by a *dispel magic* spell. The *dispel* effect must first penetrate the A-M (by standard procedure) before the DM checks the chance of success. A-M magically increased to 100% thus cannot be affected by any outside force.

Power Point Recovery

Immortal Power Points regenerate automatically, at a rate determined by the relationship between an Immortal and his environment, called the *planar* or *local bias. (See Bias.)* The regeneration requires no concentration or expenditure.

When on a "friendly" plane of existence, Power regenerates at the rate of 1 point per round. When on a "neutral" plane of existence, the rate is 1 point per turn (10 minutes). When on a "hostile" plane, the rate is 1 point per day.

Physical Recovery

An Immortal's physical form automatically regenerates all losses of ability score points and hit points. The rate is the same as the Immortal's regeneration of Power Points, as determined by planar or local bias.

The cost of faster regeneration is 100 PP. This expenditure doubles the base rate for 6 hours (36 turns). A like increase in rate and duration (not an additional doubling) can be obtained for each expenditure. Example: A 4th level Eternal on a plane with neutral bias wants to increase his regeneration rate to 4 points per turn for 12 hours. This requires three increases, all applied twice (once for each 6-hour increase), for a total cost of 600 PP.

An Immortal may expend Power to repair any physical form used. Standard magical cure spells may be created and applied as desired. Remember that A-M should be voluntarily dropped if a risk of magic failure is to be avoided. Power may also be used to hasten the natural regeneration process for hit points and ability scores. This does not affect the rate of Power regeneration.

Natural or enhanced regeneration affects current totals at all times, and is cumulative with magical effects. Ability score losses are often most easily countered by applying magical ability score increases. As the ability scores then regenerate, the augmented ability scores likewise increase. The same phenomenon occurs when hit points are magically augmented. However, regeneration can never cause a score to exceed normal maximum if no magical augmentation has been applied.

Bias

The relation between any Immortal and any Plane of Existence can be described as the "bias" of the Plane—hostile, neutral, or friendly. Whatever an Immortal's location, the rate of regeneration of the Immortal's Power, hit point, and ability score losses are determined by the bias of the Plane or Dimension of that location. An Immortal who exists on several planes at once (commonly on the Home Plane and one or more others) must apply the least favorable bias that applies.

The rate of regeneration is 1 point per round on a friendly plane, 1 point per turn on a neutral plane, and 1 point per day on a hostile plane. Regeneration affects all losses simultaneously (including all six ability scores). Each score continues regenerating until it reaches its normal total.

Bias of Specific Planes

An Immortal's Home Plane is always treated as friendly. Any other Outer Plane belonging to an Immortal of the same Sphere is friendly unless declared otherwise by the owner. The Elemental Plane corresponding to the character's Sphere is friendly unless declared otherwise by the Elemental Ruler of that plane.

The Astral, Ethereal, and Prime Planes are always neutral. The Elemental Planes corresponding to the two elements not directly opposed to the element of the character's Sphere are neutral unless declared otherwise by their respective Rulers. The Outer Planes of Immortals of Spheres corresponding to those two elements are likewise neutral unless declared otherwise by their owners.

The one Elemental Plane of the element opposed to that of the character's Sphere is hostile. The Outer Planes of Immortals of the corresponding Sphere are likewise hostile. The ruler of any such plane may declare otherwise, but this is rare.

The Dimension of Nightmares is always treated as if it were dominated by Entropy and is always hostile to all other Spheres. Other dimensions may have any bias, depending on their characteristics, but most are neutral. Any plane of the Sphere of Entropy is friendly toward all Immortals of Entropy, and hostile to all other Immortals (neutral toward none).

Example: An Immortal of the Sphere of Matter knows that, to his perspective, each Elemental and Outer Plane has the following bias:

Friendly: Earth and Matter
Neutral: Fire, Air, Energy, and Thought
Hostile: Water and Time

Local Bias

An Immortal completely immersed in non-magical elemental material must apply bias as if he or she were within the corresponding Elemental Plane. Local bias never applies on the Prime Plane, but affects *all* other planes. No bias adjustment is necessary for magical effects of any sort. The immersion must last for at least 1 full round before the bias adjustment (if any) takes effect.

Example: The ruler of the Elemental Plane of Air, whose bias toward the Sphere of Time is usually neutral, quarrels with the Hierarch of that Sphere and impulsively decrees his entire realm hostile to all Immortals of Time for a period of 10 days. Any Immortals of Time entering an air-filled space during that period must either accept the lesser rate of regeneration or continually surround themselves with non-magical water (for friendly bias) or fire (for neutral bias).

Movement

An Immortal may employ three entirely different types of movement. These types are movement within a plane or dimension (Universal), movement across the boundaries of one or more Planes of Existence (Interplanar), and movement across the boundaries of one or more Dimensions (Interdimensional).

Universal Movement

This category includes all forms of normal and magical movement during which the character remains within the universe of a single plane or dimension. Walking, swimming, flying, and gaseous travel are examples of this type.

The maximum Universal rate for an incorporeal Immortal is 24 miles (the width of a standard large-scale campaign map hex) in one round, or 8,640 miles per hour. This amazing speed results from the character's relative freedom from the limits of matter and time while in this form. When incorporeal, a character may pass freely through material objects and magical effects.

When in material form, a character's base rate of Universal movement on any surface is 120 feet per turn (40 feet per round). Any Immortal may fly at 360'(120') rate, or may assume gaseous form and move at 720'(240') rate. The latter rates and styles are identical to those of a *travel* spell, but may be produced at will, at no cost in Power. The effects are non-magical, and thus cannot be affected by *dispel magic* or Anti-Magic effects.

During any one round, an Immortal may assume gaseous form, move the full distance (240'), and then reassume normal form. This counts as one "normal" action (i.e. movement).

Whenever a character assumes a form with a movement rate which differs from those given, the faster rate always applies. In addition, some special types and faster speeds of movement can be produced by applying magic.

Refer also to page 11 for helpful methods of handling and visualizing movement in three-dimensional combat.

Interplanar Movement

This category includes all forms of movement across the boundaries of one or more Planes of Existence. Interplanar movement may require Power expenditure, or may be free of cost, depending on the direction of travel. If the character moves toward the outer planes, no expenditure is required. Any other direction of Interplanar movement requires an expenditure. The relative "directions" of the planes, starting from the Inner Planes and moving outwards, are: Prime, Elemental or Ethereal, Astral, and Outer. For example, movement from the Prime Plane to an Elemental Plane requires no expenditure, but movement between Elemental Planes is not toward from the Outer Planes, and thus requires expenditure.

The base cost for Interplanar movement requiring expenditure is 50 Power Points per planar boundary crossed. However, one magical *gate* can be created instead, the exact PP cost being the cost of the magic (see *Immortal Magic*, page 16). The primary advantage of a *gate* is that it creates actual holes in several planar boundaries, making a direct connection to some other plane at any distance. As a result, the cost of the *gate* is usually less than the total cost of standard Interplanar movement (50 per boundary), and the time required for the crossing is also less. The disadvantages of a *gate* are its magical nature (thus easily disturbed by A-M or *dispel* effects) and its very existence; other creatures may use the *gate* as long as it remains.

One turn (10 minutes) of time elapses while an Immortal crosses one planar boundary by means of standard Interplanar movement. By contrast, movement through a *gate* takes only 1 round per boundary crossed.

Immortals may *teleport* without error, and may do so to or from any location (not limited to a surface).

Immortals are four-dimensional beings, and can see their destination by simply looking across the fourth dimension. This does not mean that they can travel in that direction without effort (by magical means). A mortal may also see things at a distance, but be unable to reach them without some expenditure (muscle power and time, in the case of simple long-distance travel to a distant but observable location). To a mortal three-dimensional perspective, a *teleport* is a daring step through an unobservable dimension.

Mortals can only *teleport* within a three-dimensional frame of reference, and thus must leave from and arrive at a location on the ground or some other surface. An attempt to do otherwise is often disastrous, disorienting the mortal completely and utterly randomizing the *teleport* effect. Unfamiliarity with either location produces some degree of disorientation, introducing the random element described in the spell description *(Expert Set,* page 15).

Interdimensional Movement

All planes are comprised of many dimensions or ways to measure distance between two points. Within any plane, each dimension may be either of limited size or infinite. There are only five known dimensions in each plane, though more are suspected to exist. The first three dimensions are length, width, and depth. The fourth dimension is referred to as hyper space or the shortcut dimension and is used for teleporting. The fifth dimension is an alien space so horrid it has been named the Dimension of Nightmare. The names of the dimensions do not correspond to any Sphere, thus Time is not a dimension. The DM's Guide gives further details on dimensions.

Immortals normally exist in the first three dimensions, but may explore other dimensional space (collections of any three dimensions).

Many other dimensions exist, and most are as yet unexplored by Immortals. These dimensions may be entered by Immortals and others. Some creatures have existence only within the third, fourth and fifth dimensions, and view creatures from the first three dimensions as monsters. These may sometimes escape into other dimensional space.

A mortal may enter another dimension by accident, by action of other-dimensional creatures, or in dreams. An Immortal may only enter another dimension by expending Power. The cost to an Immortal is the same as for Interplanar movement, or 50 PP per dimensional boundary crossed.

Three-Dimensional Movement

As a player, you have probably encountered problems in representing aerial or underwater movement with miniature figures. The two-dimensional limits of most playing surfaces can be helpful in many situations, but often provide little help for such three-dimensional activity.

You will rarely be able to place figures in their correct positions, with all distances in scale. Flying movement, for example, often involves quick changes of altitude and various magnitudes of distance.

If exact heights are accounted for separately, dice or other solids may be used to simply raise a figure's position slightly, indicating to others that the character is at a higher altitude than the others. When multiple figures are at different altitudes, the lowest (whether on a floor or not) is treated as "aground," and all others positioned with respect to that one.

A scrap of paper may be placed next to each miniature figure or kept by each player, with notes on the altitude, direction of travel, and other needed information about the character represented.

The positions of figures on the playing surface should merely be two-dimensional projections of their actual locations. Each figure is placed where the character would be if lowered to that surface. Thus, large amounts of real movement may occur (straight up or down, for example) with little or no change in the figure position.

If strict accuracy is desired, players may calculate exact distances for movement and effects. This can become tedious very quickly and should only be done when some detail is of critical importance (e.g. when a character's life depends on it).

A more convenient method of estimating distance can be used by measuring distances in square inches or by using a grid of squares as a playing surface. You will then become accustomed to converting distances from "feet" to "squares." For example, when one square is 5 feet long, a normal move of 90 feet becomes one of 18 squares. The diagonal of one square, approximately 1.41 times the side of the square, can be rounded to 1 $^1/_2$ squares for ease of counting. Thus, a 90-foot (18-square) move made diagonally is counted as 12 diagonals of 1 $^1/_2$ squares each.

For three-dimensional movement, urge everyone to visualize moves in terms of grid "cubes" of distance equal to the width of a square. Imagine levels of altitude over the gridded playing surface, each exactly one grid cube high.

Vertical or horizontal movement between these imaginary cubes is handled as normal movement; each move counts as one unit of distance (normally 5 or 10 feet, as decided beforehand for the grid). A diagonal movement in a horizontal or vertical direction is the same length as on the board, 1 $^1/_2$ squares. However, diagonal movement in a diagonal direction upward or downward counts as 1 $^3/_4$ square (or 3 $^1/_2$ for two), and should be referred to as a "long" diagonal.

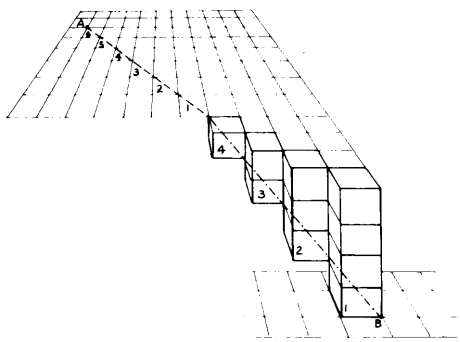
We mortal earthbound folk rarely visualize the problems of orientation in a three-dimensional gravity-free environment. Yet this is precisely the situation for characters in the Astral Plane.

All characters in such circumstances should agree to accept one position as "up," and the opposite as "down."

Estimating 3-D Distance

Diagram 1 illustrates an imaginary grid of cubes over a playing surface. Two opponents are positioned as indicated (A and B). The DM wants to find the total distance between them. Counting along an imaginary line as near to straight as possible but going from cube to cube, the DM counts four long diagonals (1 $^3/_4$ each, or 7) and six short diagonals (1 $^1/_2$ each, or 9), for a total distance of 16 units (80 feet).

Diagram 1



Order of Events in Combat

The additional attacks possible for Immortals requires a revision in the standard order of events. When several Immortals are opposed in combat, additional events apply.

1. **Intentions:** The DM asks each player what the character intends to do in the coming round. If the DM chooses to use statistics to determine the order in which intentions are announced (highest or lowest dexterity, Power total, etc.), the method should be announced beforehand and applied consistently.
2. **Initiative:** Each side rolls 1d6.
3. **Special combat, side that loses initiative:** Resolve Aura and Power combat, in that order.
4. **Aura attacks*, side that wins initiative**
5. **Actions, side that wins initiative:**
   a. Morale checks, if needed
   b. Movement
   c. Missile fire
   d. Magic (spells, spell-like effects, items, etc.)
   e. Hand-to-hand combat (including ability score attacks)
6. **Actions, side losing initiative:** follow steps a. through e. above.
7. **Check Results**
   a. if one side is defeated, stop
   b. if one side flees, check details of pursuit and evasion
   c. if combat continues, return to step 1

* Power combat involves attacks by both sides, and is always concluded in step 3.

Optional Order: This combat sequence separates swifter actions from slower melee combat, providing the possibility of disrupting spells by causing damage to the caster. First, the side with initiative makes Morale checks, moves, fires missiles, and uses magical items. The other side responds. Then the first side casts magical and spell-like effects and fights hand-to-hand combat; and the other side responds. This optional Combat order may be used by both mortals and Immortals.

Attack Forms

Your character can now use several new types of attacks.

When a calculation requires the use of a character's level, such as variables in spell effects or combat methods, an Immortal's effective "level" is simply twice the number of Hit Dice. Example: The Hierarch of any Sphere (HD 45) is treated as a 90th level character. This (90th level) is then the maximum "level" possible for any character.

Direct Attacks Usable by Immortals

Type of Attack	Possible Victim	Maximum Range	Effect of Attack	Cure for Effect
Aura	Mortal	Sight	Awe/Terror	Time or Spell
Physical	Any	By Weapon	HP Decrease	Cure Spell
Magical	Any	By Effect	By Effect	Varies by Effect
Power	Immortal	Sight	PP Decrease	Time Regenerates
Ability Score	Immortal	Sight	AS Decrease	Time or Power

1. Aura

Aura is the term used to describe the effect created when an Immortal life force nears any mortal being. The mortal senses the incredible Power in the Immortal life force and reacts instinctively. A few mortals may be immune to the effects of Immortal Aura, but the reaction is automatic and irresistable for most.

Auras do not affect other Immortals adversely, and can be useful in communication. Immortals thus usually ignore their Auras when no mortals are nearby, allowing them to emanate freely. They can, and usually do, restrain their Auras when dealing with mortals, being quite aware of the possible effects.

Immortal Aura can be used to create either charm or terror in mortals. Aura-inspired charm is more akin to awe (or even worship) than to simple friendship. The terror effect is of similar intensity, a combination of overwhelming fear and utter panic.

Aura may be used selectively by "aiming" at one or more designated individuals of a group. Either awe or terror can be produced in this manner.

Physical range does not effect Aura use. Any creature seeing or seen by an Immortal can be affected, as long as the Immortal is actually present. Mortals seeing merely the image of an Immortal, or who are magically seen from afar by an Immortal, cannot be affected by that Immortal's Aura.

Aura is slightly limited in scope, but can be used at no cost in Power. The maximum number of creatures affected per round is equal to the modifier given on Table 2 corresponding to the character's Intelligence score. For example, an Immortal with 39 Intelligence can use Aura on a maximum of 9 creatures per round. This limit applies regardless of the victims' size or the results of subsequent saving throws.

The power of Immortal Aura overwhelms most mortal resistance. Whenever an Immortal chooses to use Aura, each victim must make a saving throw vs. Spells, using the base number given by class or monster description. That number is not modified by equipment, spell effects, or ability scores, but two new adjustments *do* apply. The first is for the strength of the Aura, as determined by the Immortal's Charisma. Refer to Table 3 for specific figures. The second possible, but uncommon, adjustment is a bonus conferred by another Immortal. Any Immortal may, by expending Power, confer a bonus to any saving throw of a mortal. Apply all adjustments to the roll, not the base saving throw. Any adjusted result of 1 or less indicates failure.

Since Aura can be used continuously without Power cost, victims who resist the Aura effect may be forced to make a new saving throw each round. The frequency of use is entirely at the discretion of the Immortal using the Aura. The intensity of the Aura is a fixed quantity, and cannot be increased or lessened.

After an Immortal uses Awe to charm a mortal, the Immortal may alter the effect at will, at no cost in power. The awe-filled, immobilizing charm can be reversed, reduced, or removed. If reversed, the awe becomes terror (no saving throw). If reduced, it becomes simply a powerful charm, much more conducive to conversation and movement than is awe. If the charm is removed, the victim's normal state of mind returns. Awe reduces automatically to *charm* when the Immortal is out of Aura range (i.e. cannot see nor be seen by the mortal).

Immortal *charm* of this type has greater effect than the mortal variety. The exact duration of the Awe, or the sum of the durations of the Awe and ensuing charm, is twice the amount produced by a *charm* spell effect. Charm duration varies by the Intelligence of the victim. Refer to the D&D *Master Set*, DMR pages 16-17, to find the Intelligence scores of published monsters.

The duration of *terror* is 3 turns (30 minutes), and may be reduced by 1 round per point of the victim's Intelligence (DM's option). Memory of the terror does not vanish quickly. Once Aura is used to evoke terror in a creature, that victim cannot be awed by the same Immortal until another 3 turns have elapsed. The Immortal creating the terror can remove it at will, at no cost in power, but cannot reverse or reduce it.

Write "Aura" on your sheet as an attack form, and note its strength modifier (from Table 3) and the maximum number of creatures affected per round (as determined by Intelligence, using Table 2).

2. Physical Combat (Melee)

Any Immortal in normal or mortal form can employ all mortal methods of physical combat. Ability score adjustments to melee apply at all times, based on the scores of the form used (usually the same as the Immortal character's). All other details of mortal melee also apply, including surprise, initiative, ranges and damages of weapons, etc. Review all the modifiers applicable to melee, including those for equipment, if possible.

When an Immortal suffers points of damage from a blow, the character may make a saving throw vs. Physical Blow. If the saving throw fails, the character receives normal damage. If the saving throw is successful, the character takes half the damage indicated.

Armed Combat

A character may use Power to create equipment (weapons, armor, etc.), or may use equipment found locally. A character still retains any weaponry skill gained in mortal life, including weapon proficiency, and Mastery. The character's form and its ability scores often affect or limit the possible choices of weaponry.

Mortal weapons are of little consequence to Immortals. Any Immortal in normal form may, entirely unarmed, use a punch to inflict damages beyond the ranges of most mortal weaponry, even those of great enchantment.

Immortal strength often enables the character to use large solid objects as missile weapons. The DM must rule on the success of such a feat (applying a modified Strength check) and must choose an appropriate dam-

age range. Generally, the difficulty of the check corresponds to the size of the object and the Immortal's Strength score. Your DM has more precise guidelines.

Unarmed Combat

Wrestling and Striking are handled as for mortals, though with a few minor changes.

Striking: Use all optional rules, and all standard procedures for mortal form. For normal form, if the character "pulls the punch," use normal procedures. A standard punch inflicts 1d6 to 20d6 points of damage; the exact number of dice is equal to the modifier given for the character's Strength score. If a blow hits, roll 1d100 and subtract the victim's Constitution score. If the result is 1 or greater, a knockout may occur for a duration equal to the final score in the round. Mortals may make an unmodified saving throw vs. Death Ray to avoid being knocked out. Immortals make an easy Constitution check to avoid being knocked out.

Wrestling: Calculate the Wrestling Rating for normal form by adding the character's Hit Dice and Armor Class, and adding 10 to the result. The AC is not subtracted, despite its technically negative value. In use, apply all the optional rules given. The class adjustments for Immortals, needed for Optional rule #2, are:

Initiate	+ 2	Empyreal	+ 7
Temporal	+3	Eternal	+9
Celestial	+5	Hierarch	+12

Recalculate the Wrestling Rating normally for the mortal form, but using the character's Hit Dice as a starting point (instead of using half the mortal level of experience).

3. Magical Attacks

When incorporeal, an Immortal cannot use spells or create magical effects of any sort, but the character is likewise immune to all magic. In mortal or normal form, the character may use Power to create *any* spell effect. Other magical effects which do not correspond to mortal spells may also be created.

The Power expenditure for producing one magical effect ranges from 1 to 160 PP. The exact cost is determined by the effect, the Sphere which controls that effect, and the Sphere of the Immortal. Refer to *Immortal Magic*, page 16, for details of spells and non-spell magical effects.

All Immortals are resistant to all forms of magic, and this is represented by an Anti-Magic (A-M) percentage given for each class. Check A-M before applying any spell effects; the magic may simply not work. The A-M percentage applies to all physical forms used by the Immortal, including the old mortal form.

Mortal saving throws apply to all magical effects directed against the character's mortal form. The Immortal's new saving throw vs. Magic Spell (Table 4) applies when the Immortal is in any other form. Immunities or resistances of any form used are applied before saving throws or other modifiers.

4. Power Attacks

Though Power is a factor in many actions and abilities, it may also be attacked directly. Any being who possesses pure Power in any amount can be attacked in this way. The forms of the opponents have no effect on Power combat. Power is the only means by which an incorporeal Immortal can directly attack another.

Power combat may occur simultaneously with other actions. It does not detract from the number of other actions permitted in any timeframe. An Immortal may initiate a maximum of one attack per round, but may respond to any number of attacks in that same round, and all while performing some other action (either physical or magical) if desired. The abilities of some Power-using monsters are more limited.

The DM and players may select one of two methods of Power combat, simple or advanced. The only difference between the two methods is the types and effects of possible attack forms. All procedures and other details are the same for both methods.

Power combat is almost entirely aggressive. A victim normally "defends" by attacking in response to other attacks.

Actions and Power Costs

The three possible actions in Power combat are shield, probe, or attack. Each requires a Power expenditure. The cost of a probe or shield is 5 PP. The cost of an attack depends on the method used in play—20 PP in the simple combat method, or nearly any amount (up to 500 PP) in the advanced method.

Effects

A *shield* negates all probes used on the character during that round, but has no other effect.

A *probe* is an information-gathering device. It lasts for 1 round, and may be used on one creature. By using a probe, an Immortal can detect the existence of Sphere, Power Points, hit points, Anti-Magic, and life force. Amounts are never detected, but the existence of any amount, small or large, generates a positive response to the probe. No information is gathered in any category that does not apply to the creature probed. No information is gained from a creature using a shield. In any one round, an Immortal may initiate a probe or an attack, but not both. A probe may have different effects, sometimes quite adverse, on certain life forms native to other dimensions as detailed in creature descriptions.

One character may use a maximum of two different types of attacks in any one round, though each may be repeated many times as responses to incoming attacks. Each of the possible attack modes involves the application of pure Power in a different way. The possible attack forms and their effects depend on the method of Power combat used in play. Refer to the Power combat descriptions for details on all attack forms.

Range

The range of a shield is zero; it has personal effect only, and cannot be created for or upon another creature. The range of a probe or attack is virtually infinite, within the following limits. Each opponent must be able to detect the other in some way, whether by sight, magic, or otherwise. The target of a Power attack can always detect the attacker in return. Opponents in Power combat must either be on the same Plane of Existence or be on planes connected by a *gate* or equivalent effect. Power attacks and probes cannot cross planar boundaries.

Procedures

Actions in Power combat (probe, shield, or attack) must be declared during the Intentions phase of the melee round, along with all other planned actions. The exact type of attack and the amount of Power used are not declared. Initiative does not affect Power combat. A character cannot be surprised by Power attacks. Power combat is resolved before all other actions in the round.

If an Immortal is the target of a Power attack, the character may either ignore it or respond. If the attack is ignored, the character is automatically the loser when combat results are applied to that attack. If the character chooses to respond, he or she must choose one attack form to use in responding, and combat results are applied normally.

After intentions are declared, each opponent engaged in Power combat must write down the name of the attack form used, along with the name of the opponent. For multiple attacks, be sure to keep an accurate record of each exchange. In the advanced combat

method, the amount of Power applied to each attack must also be noted.

Timestop

An Immortal who creates a *timestop* spell effect may use Power combat during the "rounds" effectively gained thereby. The victim may respond normally, despite being caught by the spell effect. All combat results involving Power loss are applied while the *timestop* is in effect. When using advanced Power combat, all results other than Power losses are applied after the *timestop* ends, but before any subsequent events in the (actual) round.

Combat Results

If a Power attack of any sort is directed at a victim who does not use Power Points, the attack is resolved as if it were a magical Death Ray. Despite this effect, the resolution occurs in the same phase as Power combat.

Whenever two opponents use Power attacks against each other, either may suffer a loss of Power Points as a combat result. The exact amount depends on the attacks used. The loser may make a saving throw vs. Power Drain when the results are applied. If that saving throw is successful, the loss is halved (rounded up).

All losses of Power are applied against the current (variable) Power total. If such losses exceed the PP remaining, the excess is deducted from the hit points of the form used. If no material form exists, or if a form used is reduced to 0 or fewer hit points, the victim is forced to return to his or her Home Plane. Any creature without a Home Plane or defeated on his Home Plane is destroyed when its PP total reaches zero.

Simple Power Combat

This method of play involves three possible attack modes—Slam, Change, and Wrap. They are used to confront, divert, or contain (respectively) the Power of the incoming attack.

Any one attack may be produced by expending 20 PP. If both opponents choose the same attack mode, neither loses or wins, and no losses result. If the attack modes differ, refer to the following chart to find who wins. The loser must deduct 40 PP (or 20 PP if the saving throw is successful) as the result of the combat.

Power Combat Winners (Simple Method)

	Slam	Change	Wrap
Slam	Tie	Slam	Wrap
Change	Slam	Tie	Change
Wrap	Wrap	Change	Tie

Advanced Power Combat

This method offers five types of attacks, variable PP costs for each, and two different combat results, Power loss and Tactical.

Three types of attacks are identical to those of the simple method. The two added attack forms are Erase and Hold, used to negate or stop the incoming Power attacks (respectively).

The cost of any one attack is 10 to 500 PP. The attacker may choose any amount within that range.

If both opponents choose the same type of attack and the result is a "tie," the opponent using the greater amount of Power wins. If both forces are equal, no combat result applies. Otherwise, in a tie, subtract the lesser force from the greater. The loser deducts twice that amount as the Power loss result (or half that if the saving throw is successful).

If opponents choose different attack forms, consult the Power Combat Winners table to find the winner. The loser deducts twice the amount of the attacking force (or half that amount if the saving throw vs. Power Drain is successful).

Tactical Results (Advanced Method Only)

The loser of a round of advanced Power combat must apply a tactical result in addition to a Power loss. The tactical combat result is determined by the type of attack used by the winner.

All tactical results are applied when Power combat is resolved, before all subsequent events in melee. The tactical effects of Change, Erase, and Wrap attacks last only until the end of the melee round in which they occur, and vanish before intentions are declared for the next round.

Change: The loser cannot use magic for the rest of the round. If the attacker knows of any magic currently affecting the victim, one magical effect can be removed (i.e. automatically, but selectively *dispelled).* The victim cannot, however, be forced to reveal any details about the magical effects which could thus be removed.

Erase: The victim is paralyzed, and may not physically attack or execute Universal movement. The victim may use Power combat and magic, and may move across planar or dimensional boundaries.

Hold: The victim may not move for the remainder of the round. Furthermore, unlike other results, this tactical effect lasts until the victim succeeds in making a saving throw vs. Power Drain. The Immortal may still use Power combat and magic, and may even physically attack if a target is within range. The first saving throw may be attempted *at the start* of the Intentions phase of the next round, and repeated each round thereafter until successful.

Slam: The loser is moved a distance equal to the amount that the attacker could normally move in one round, as determined by the attacker's current form. The attacker may choose the exact direction of movement. This tactical result cannot force a creature to cross planar or dimensional boundaries.

Wrap: The loser is surrounded by the attacker's Power for the remainder of the round. This negates all normal senses, magical and non-magical detection abilities, and Aura (though not effects already produced thereby), but has no effect on the ability to sense and respond to Power attacks.

Power Combat Winners
(Advanced Method)

	Slam	Wrap	Erase	Hold	Change
Change	Sl	Ch	Ch	Ho	Tie
Hold	Sl	Wr	Ho	Tie	Ho
Erase	Er	Er	Tie	Ho	Ch
Wrap	Wr	Tie	Er	Wr	Ch
Slam	Tie	Wr	Er	Sl	Sl

Defense Option (Simple or Advanced Method)

A character may use Wrap to block all incoming Power attacks. This action is declared in a special way during the Intentions phase. A character may not use this defense option during any round in which he or she has initiated or responded to any Power attacks.

The defender must ignore all Power attacks declared, and must then (as the last Intention declared before the DM starts the round) announce the intention to defend. When that is revealed, each attacker deducts 5 PP to represent the foiled attempt. The defender finds the total number of incoming attacks declared, multiplies that figure by 10, and deducts the result as the PP cost of the defense.

In defending, the character actually uses the Wrap for personal effect instead of using it to attack another. When using the advanced combat method, the Wrap has standard tactical effects on the defender (inability to sense, detect, or use Aura). It

does not affect magic use or other abilities.

The defense option is recommended for use in any game in which one creature of any sort may be the target of Power attacks from all or most others present. In the simple combat method, the defender may avoid massive losses of Power with no ill effects. In the advanced combat method, the defense is often followed by a delaying tactic or a retreat.

5. Attacks on Ability Scores

An Immortal in any physical form (i.e. not incorporeal) can directly attack an ability score of another creature who is also in a material form. Some creatures of the astral plane and the Dimension of Nightmares can do so as well. Incorporeal beings cannot attack ability scores, and cannot be attacked in this way.

Ability score attacks are either Physical or Mental. The Physical ability scores are Strength, Dexterity, and Constitution. The Mental scores are Intelligence, Wisdom, and Charisma.

Imagine each ability score attack as a test. The victor is usually the creature with the greater score, but not always. Physical ability score attacks are those in which the opponents come into physical contact, to see which has the greater strength, agility, or stamina. A mental ability score attack involves a similar comparison of intelligence, sagacity, or leadership, and may occur at long range.

Physical

The range of any physical ability score attack is zero; that is, the attacker must contact the victim for the attack to succeed. The attack must be devoted to the ability score attack alone. If any other effect would automatically occur by touch (such as paralysis, a spell effect, etc.), the ability score attack does not occur.

To attack a physical ability score, the attacker declares only a normal "Punch" attack during the Intentions phase of the round. When actions are resolved, the attacker must make a successful Hit roll. If this misses, the ability score attack obviously cannot be made. If it succeeds, the attacker must announce immediately that an ability score attack is in progress, naming the ability; otherwise the attack remains a punch (inflicting hit points of damage only).

Mental

The only limit to the range of a mental ability score attack is that of communication. For example, whenever two Immortals are speaking together, either may directly attack the other's Wisdom, even if they are on different planes of existence and communicating by magical means. Mental ability score attacks are usually more common than physical ones.

The attacker must declare the exact type of attack during the "Intentions" phase of the round. Once declared, a mental ability score attack can only be avoided by a break in the communication. If both opponents are within the same area, such as a melee, one may continue to attack another in this way despite the victim's desires, and no Hit roll is required. A defender may only prevent mental ability score attacks by either silencing the attacker(s) or moving out of range of all possible communication. Immortal voices can be far louder than those of mortals!

Results

To resolve an ability score attack, each player rolls 1d6 and adds it to the modifier (as given on Table 2 or 3) for the ability score named. Subtract the lesser adjusted total from the greater. The opponent with the lesser total loses a number of ability score points equal to that difference, and the attacker gains the same amount. Both changes apply only to the ability score involved. Ability attacks are never modified, and allow no saving throws.

Although the victim of an ability score attack may choose not to defend, this has dire effects. The victim may only use the result of the random (1d6) roll, and may not add the ability score modifier.

When ability scores change because of attacks of this type, remember to adjust the modifiers accordingly. The change in modifiers occurs simultaneously with the change in score.

Ability score points gained in attacks are temporary gains, lasting for only 6 turns. They may surpass class limits, but the maximum score (100) cannot be exceeded.

Ability score points lost to attacks are temporary losses. Each ability score automatically regenerates at the same rate as Power and hit points (determined by bias; see page 9). All ability scores regenerate simultaneously and at no cost in Power. An Immortal may expend temporary Power to hasten the recovery, or to magically enhance the lessened ability scores.

Section 3: Immortal Magic

An Immortal can recreate cleric, druid, and magic-user spell effects of all types and levels by expending Power Points. Other magical effects which do not correspond to mortal spells may also be created. Immortal Spells are *never* gained through meditation or study; spell effects are created only by expending Power.

Any one Immortal can create a maximum of one magical effect per round. (A *timestop* spell actually creates multiple rounds of time for the user. Refer to the spell description for details.) From 1 to 160 PP may be expended in doing so. The exact cost is determined by the spell and by the Sphere of the Immortal producing it.

Every mortal magic spell is associated with one of four Spheres of Power. None are specifically associated with the Sphere of Entropy, though many do unavoidably aid entropy in some way. All other magical effects likewise correspond to individual Spheres.

The Index to Magical Effects lists all the possible magical effects in alphabetical order and gives the Sphere for each. For details on the magical effect, refer to the detailed list for the corresponding Sphere (charts S1-S4). Your DM should classify all other spells developed in the campaign according to the guidelines given (see *Adding Spells)* and add them to the index and charts.

Only about 25% (or less) of the magical effects listed have good melee applications. Plan ahead to avoid delays in play by reviewing the possibilities and pre-calculating costs of those effects your character will probably use.

Power Cost

The actual PP cost of creating any magical effect is calculated by multiplying the base Power cost by a factor. This multiplier translates the effects of dominance and opposition into specific increases in Power costs. The spell level and/or details of the effect determine the base Power cost, from 1 to 20 PP. The multiplier is 1, 2, 4, or 8.

Imagine the four Spheres to be on a circular path representing elemental dominance—Earth over Air over Water over Fire over Earth. (This is diagrammed in the D&D *Companion Set,* DMC page 20.) The base cost applies when the magic is within the character's Sphere. The base cost doubles for each step along this circular path. The resulting factors are given in the following table. You may wish to draw the circular path on your character sheet, as it affects many aspects of play.

Sphere Factors for Magical Effects

Sphere of Immortal	Sphere of Magical Effect			
	Matter	Energy	Time	Thought
Matter	1	8	4	2
Energy	2	1	8	4
Time	4	2	1	8
Thought	8	4	2	1

Example: An Immortal of Matter can expend 16 PP to create any one of the following magical effects:

	Sphere	Base Cost	Factor
Force Field	Matter	16	1
Continual Light	Energy	8	2
Hold Person	Time	4	4
Remove Fear	Thought	2	8

Durations of Effects

Whenever a fixed duration of any length is given for a magical effect, an Immortal may extend the effect for the same amount of time by expending half the base Power cost. Example: An Immortal of Thought expends 16 PP (base cost 2, factor 8) to create a web which lasts for 8 hours, but he may extend that to 24 hours by expending only 2 additional PP (each 8-hour extension costing half the base cost, or 1 Power Point apiece).

Limits on Use

Magic of any origin, mortal or Immortal, has no effect on an incorporeal being. Magical effects created by mortals have no effect on Immortals in any form. Magical effects created by Immortals have standard effects on other Immortals—subject to Anti-Magic effects (q.v.), and with certain changes logical for Immortal application.

An Immortal may apply magical effects to his or her physical form, or may apply them to some other creature or object. Any effect previously limited to "self can be delivered by touch to any creature when produced by an Immortal. Immortal power expands the scope of many such effects.

During any one round, an Immortal may take one physical action per natural attack form or one magical action, but not both. "Action" in this usage refers to any physical attacks, defense, or miscellaneous physical or magical effect. Multiple physical attacks are possible if the Immortal form possesses several natural methods of attack (eg. a bear can claw twice, bite, and maybe hug in the same round).

Caster Level

The character's effective level for all purposes is twice the number of Hit Dice. This effective level is used in place of caster level in all applications, even though the spell effects are created, not cast.

Example: A Novice Celestial (HD 25) *polymorphs* an obnoxious human into a dinner plate. This radical change lasts for 1 turn per level of the caster, or 50 turns in this case. A 36th level mortal magic-user who attempts to *dispel* the magic is the Celestial's inferior by 14 levels, and therefore has a 70% chance of failure (5% per level difference) in the attempt.

General Notes, Charts S1-S4

Using the Charts

An Index to Magical Effects that may be created by Immortal use of Power Charts S1-S4 are located in the Reference Guide, located in the back of this booklet.

A page reference and base PP cost are given for each spell and non-spell magical effect, along with ranges and durations for easy reference. The abbreviations used to note in which rule set the effect is explained are: B = Basic, X = Expert, C = Companion, and M = Masters. The effects of most spells are obvious from their names. Review any that you are not familiar with; these are valuable tools in play.

Most non-spell magical effects are described in the Artifact power descriptions of the D&D *Master Set* (DMR pages 51-54). Some not contained therein are merely extrapolations of those given, and need no additional explanation.

Changing Range and Duration

An Immortal may increase the range of a magical effect by doubling the cost. The amount of increase is equal to the original range. Duration may be increased in the same manner. The doubling of cost is cumulative; for example, an effect with triple normal range and triple normal duration thus costs 16 times as much as the unmodified effect. If the duration is given as instantaneous or permanent, it cannot be changed. If the range is zero, that likewise cannot be increased. Range applies to a distance within a single plane unless the spell or effect description specifies otherwise. Such effects cannot be sent across a planar boundary except by an existing path (such as a wormhole or *gate).*

The volume of an effect may also be changed in this way, but the process may involve a calculation more complex than simple multiplication. To double the volume of a cone or sphere, for example, the formula for calculating its volume must first be found. (Consult a text on solid geometry.) Simply doubling one dimension of the volume often more than doubles the total volume.

Conjuring and Summoning

Whenever a magical effect summons a creature, the victim must be able to respond using its normal type of movement. Thus, transplanar summoning is only effective if the victim can cross planar boundaries, or if preceded by a *gate* or similar effect to enable such movement.

Conjuring refers to a magical effect that actually creates a creature. In such cases the life force involved might be summoned, but is automatically drawn into the form created (possibly across planar boundaries).

Conjuring and/or summoning will not work if the creature involved is composed of a single elemental material or devoted to a single Sphere against which local or planar bias is hostile. Example: An Immortal of Thought cannot *conjure* a fire elemental on his Home Plane, because his element (air) is opposed to fire, and his plane thus has hostile bias against fire and Energy. Similarly, the same Immortal may open a *gate* to a nearby Outer Plane and try to summon some flickers known to be therein, but these creatures (of the Sphere of Energy) will not respond unless they freely choose to do so.

Damage

The damage produced by any single *magical* effect cast by an Immortal (including *fire ball, lightning bolt, etc.)* is 1d6 per Hit Die *(not level)* of the Immortal creating it. Thus, the most powerful *fire ball* known, created by a Hierarch (HD 45), inflicts 45-270 points of damage.

For any effect involving large numbers of dice, the DM may wish to use the average damage instead of random rolls. This speeds play greatly, requiring only one simple multiplication instead of much dice rolling. Any reasonable variation of this method, such as adding or subtracting a fixed or random amount to represent the normal variance of a random total, is also encouraged. In the example given above, the *fire ball* would be quickly found to inflict 158 points of damage by using the average of 3.5 points per die. It might be modified slightly by using 2d20-20, a range of -18 to +20.

A new rule is used when determining damage caused by a magical effect. If bonuses or penalties apply to damage rolls, these modifiers will not change the number beyond the maximum or minimum on the die used. Thus, a bonus of + 1 on 1d6 results in rolls of 2, 3, 4, 5, 6, and 6.

If bonuses or penalties apply to damage rolls, do not simply apply the bonus to the average per die. That would ignore the fact that the modified result per die cannot exceed the maximum possible result. With a *fire ball,* for example, a + 1 bonus per die cannot cause the result of any one of the dice used to exceed six.

The averages for most common types of dice and for bonuses or penalties of -3 to +3 are given below. To calculate the averages for other dice, or for modifications outside that range, apply the following guidelines.

The average roll for a given type of die is found by finding the total of all possible results and dividing by the number of results. Apply modifiers (if any) to each result before finding the average. Example: On 1d6, the results (1, 2, 3, 4, 5, 6) average 3.5 per die. With a + 1 bonus, the results (2, 3, 4, 5, 6, 6) average 4.3 per die (26 divided by 6).

Average Results of Common Dice Rolls

Type of Die	Modifier						
	-3	-2	-1	0	+1	+2	+3
1d4	1.0	1.25	1.75	2.5	3.25	3.75	4.0
1d6	1.5	2.0	2.667	3.5	4.333	5.0	5.5
1d8	2.25	2.875	3.625	4.5	5.375	6.125	6.75
1d10	3.1	3.8	4.6	5.5	6.4	7.2	7.9
1dl2	4.0	4.75	5.583	6.5	7.416	8.25	9.0

Mental Effects

The descriptions for some spells that affect the mind may specify that the effects are permanent—that is, of infinite duration until cured or dispelled in some way. These notes apply only to mortals. An Immortal victim may be able to defeat the effect by sheer concentration as explained below. The victim cannot, however, cure himself by magical means. Immortals who fall victim to mental effects are usually cured quickly by allies, at relatively minor Power Point expenditure. But this might not occur, and might be impossible because of 100% A-M.

If the Immortal victim's A-M does not negate the attack, and if the saving throw vs. Mental Attack is failed, even an Immortal mind can fall victim to *charm, feeblemind,* and other effects. The victim's Intelligence score determines the frequency of any attempts to non-magically conquer or defeat the effect. This frequency is identical to that given in the D&D *Master Set* (MDM page 16) in reference to charm effects. The chart below adds to that earlier one, and covers the span of Immortal ability scores.

When a new check is allowed, the player makes a standard Intelligence check, comparing an unmodified roll of 1d100 to the character's Intelligence score before being affected by the spell. If that check succeeds, a new saving throw may be attempted. The effect vanishes without magical curing only if the saving throw succeeds. The effect remains if either the check or the saving throw is failed.

Immortals with 76 or greater Intelligence may check once at the start of each round, and again at the midpoint of the round. Immortals with 91 or greater Intelligence need not make the ability score check at all.

Durations of Mental Effects

Intelligence	Check again after
13-15	3 days
16-17	24 hours
18	8 hours
19	3 hours
20	1 hour
21-22	1 turn (60 rounds)
23-25	30 rounds
26-29	15 rounds
30-34	8 rounds
35-40	4 rounds
41-50	2 rounds
51-75	1 round
76-90	2/1 round
91-100	2/1 round, save only

Undead Curing

Any magical effect that would cure damage when applied to an undead creature (such as *cause wounds, finger of death,* etc.) has the same curative effect when used on any creature of the Sphere of Entropy. (Immortal creatures cannot, however, be Turned.)

Explanation of Terms, Charts S1-S4

Ability score bonuses: An Immortal may increase one or several ability scores by a simple Power Point expenditure. The standard duration of any such effect is 1 hour (6 turns). Mortal ability scores cannot exceed 18, and any increase in excess of this is discarded. Immortal ability scores cannot exceed 100, but normal rank limits may be ignored for this temporary effect.

The listed PP cost raises the ability score(s) involved by 4 points. However, a larger increase may be achieved by expending more Power Points. For example, an increase of 40 points can be created as one action (though at 10 times the base cost). As with other magical effects, this action may only occur during the "magic spells and items" phase of the melee round. It is subject to A-M, and may be removed by *dispel magic.* Magical ability score increases cannot be made permanent.

No factor ever increases the base PP cost of creating ability score bonuses, and hence these effects are listed for all four Spheres. When a bonus refers to "GT," any of the ability score(s) of the Immortal's Greater Talent can be affected. "IT" refers to all the Lesser Talents.

Example: An Immortal of Time (whose Greater Talents are Wisdom, Strength, and Charisma) wants to temporarily increase her Charisma by 20 points, so that her Aura will have greater power. She must expend 20 PP to produce this effect, multiplying the 4 PP base expenditure 5 times. If she instead wishes to increase her Intelligence by 20 points using the Raise all Lesser Talents effect, she must expend 80 PP (base cost 16 PP, again multiplied times 5), which raises the other two Lesser Talents as well. The best way for her to achieve both these goals at once would be to raise all the ability scores by 20 points (at a total cost of 100 PP), as that method raises all the Greater Talents instead of merely Charisma.

Aerial Servant: See General Notes (Conjuring and Summoning).

Anti-Magic: When this category of non-spell magic (of the Sphere of Time) is created and used on any creature which already has an A-M percentage, the figures are cumulative. For example, a Celestial of Thought (A-M *60%)* who wants 100% A-M for an hour may acquire the 40% increase in A-M (base cost 15), which is ruled by Time (Sphere factor x 2), by expending 30 PP. The magically added A-M cannot be dispelled by itself nor by the innate A-M.

Anti-Magic can disrupt any type of magic use, whether mortal spellcasting or Immortal Power expenditure. Anti-Magic has no effect on Power combat, Aura, or other non-magical effects.

Anti-Magic Ray: Unlike standard A-M effects, this does not deactivate magic for a full turn. Magical effects and temporary magical items do not work while within the ray, but return to normal at the instant the ray is no longer upon them.

Automatic Healing: See Cureall.

Bearhug: If an Immortal's form has more than two arms, any two may be employed in using this effect.

Blasting: It is very important to remember that in the D&D game, sound may exist where air does not. Though speech is normally created by manipulating air, effects of this type work magically, and can only be blocked by magical *silence.*

Bug Repellant: The DM may expand the definition to include local varieties of "bugs," even though such may be totally unlike those of the Prime Plane. However, no creature of 3 or greater Intelligence can be classified as a bug.

Buoyancy: This effect is useless in places where "sinking" (i.e. gravitational orientation) is unknown. Such places are common in the Elemental Plane of Water, for example, where large water globes are common. The DM may freely apply this effect to areas where any type of sinking (or even falling!) could occur, regardless of the elemental or other material involved.

Calm Others: If cast by an Immortal, this effect can remove fear or agitation from a number of Hit Dice of creatures equal to twice the Immortal's Hit Dice.

Choose Best Option: This magic has no effect when used by a Hierarch. If used by any other Immortal, this effect telepathically links the character with the Hierarch of his or her Sphere. It is thus best used sparingly, if at all. The Hierarch acts in the same way as would an artifact with this power, considering only those parts of a problem which are specifically presented.

Clairvoyance: When used to see an area through the eyes of an Immortal, the victim senses the presence of (but absolutely no details about) the "eavesdropper."

Clone: An Immortal *cannot* be cloned. This effect can be used only on mortals.

Commune: This establishes instant contact with one Immortal of any Sphere. When this is used by an Immortal player character, detailed communication is possible, not merely the "yes or no" question format given in the spell description. If a specific Immortal is named, that individual is contacted if available, or otherwise another of the same Sphere and of comparable rank. Even if available, an Immortal may refuse contact (but the PP cost must still be paid). Any Immortal contacted by *commune* automatically knows the caller's identity (by common name, never truename) and status, including the exact rank if Immortal.

Confusion: See General Notes (Mental Effects).

Conjure Elemental: See General Notes (Conjuring and Summoning).

Contact Outer Plane: This produces an effect identical to that described for *commune* in this section. No chance of insanity applies to an Immortal character.

Container: This effect can only be placed on an inanimate non-living object of 1 or more cubic feet in volume.

Contingency: If cast by an Immortal, this effect can trigger a spell effect of up to 5th level (one higher than the mortal version). It cannot trigger a non-spell magical effect.

Create Normal Objects: Immortals may use this effect to create non-magical objects of value (including treasure). However, treasures created must be simple non-crafted objects, such as raw uncut gemstones. From the Immortal perspective, material wealth is irrelevant except when bargaining with mortals.

Create Water: This spell has normal (though startling) effect when used in an environment which lacks a ground-like surface. The spring can be summoned forth from any solid non-living object of 1,000 or more cubic feet in volume.

Creeping Doom: The magically created swarm always consists of tiny insects native to the plane of the caster, which might be instantly slain by certain environmental effects.

Cureall: This effect can cure a maximum of 6 hit points per level of the caster. It can thus cure a maximum of 216 points of damage if cast by a mortal (36th level), or 540 points if created by a Hierarch (HD 45, caster level 90).

Curse: If cast by an Immortal, a curse can have up to double normal effect.

Death Spell: If cast by an Immortal, this can affect double the given amount of creatures (8-64 Hit Dice, affecting creatures of 15 Hit Dice or less).

Delayed Blast **Fire Ball:** See General Notes (Damage).

Dimension Door: An Immortal may use this effect normally or may reverse this effect, *dimension window,* to change his or her dimensional perspective to any other possible for the location, viewing other dimensions. When used in this way, the effect does not cause physical movement.

Disintegrate: In addition to the usual defenses (A-M and saving throw), this effect may be partially resisted by an Immortal victim. The victim must make a standard (unmodified) Constitution check. If successful, the effect causes damage equal to half the Immortal's normal (undamaged) hit point total, but does not produce full disintegration. The disintegration of a form has no effect on the Immortal's life force, though it does cause incorporeality.

Dispel Evil: If used against an Immortal, this has no effect unless the victim is the sole target, and even then allows the usual saving throw and A-M resistance. Even if successful, the effect merely causes the Immortal to return to his or her Home Plane, and the Immortal may leave the next round after arriving here.

Earthquake: The exact amount of crushing damage inflicted upon a creature engulfed by a crack is 101-200 points of damage (1d100 + 100) per round.

Elasticity: The size limits mentioned in the description apply to mortal humanoids. An Immortal may stretch the form used up to 5 times normal height, with a minimum of 5% of normal thickness. The benefit of taking only half damage from blunt weapons applies also to a punch attack and other modes of unarmed combat.

Explosive Cloud: Though no saving throw applies to mortals, Immortals may make the usual saving throw vs. Physical Attack to reduce the damage by half.

Feeblemind: See General Notes (Mental Effects).

Find the Path: This spell functions properly only within a single plane of existence. It might malfunction partially or totally if the path leads across planar boundaries. The DM may decide the specific result—whether the spell seems to have no effect or the path suddenly stops or proceeds in the wrong direction. It is highly erratic and often misleading or useless when insufficient details of the destination are known. For example, when used to find the seventh dimension, or the hiding place of the Old Ones, this effect leads in a random direction.

Fireball: See General Notes (Damage).

Geas: See Quest.

Haste: This affects the physical form only. It does not affect the rate of Power use of any type, nor of any type of regeneration.

Heal: See Cureall.

Hold Monster: This can affect any living mortal creature, but has no effect on Immortals of any sort.

Hold Person: Immortals of any sort are not affected by this magic, even if they were "persons" (by the spell description) in mortal life.

Insanity: See General Notes (Mental Effects).

Insect Swarm: The insects are summoned, not conjured, and must thus be able to reach the caster by using their normal form of movement. If preceded by a *gate* spell or similar effect, the insects may indeed be summoned from another plane or dimension.

Invisible Stalker: See General Notes (Conjuring and Summoning).

Levitate: In environments lacking gravitational orientation, the direction of movement may be freely selected. The movement rate is still very slow in comparison to *fly* and other effects, but may be useful in some situations. If an Immortal applies this effect to another creature, the creator of the effect may retain control of the movement, or may give control to the recipient. Control passes with the touch required to bestow the effect. If retained, control cannot be given at a later time. When this effect is used as a form of attack, to restrict or force movement with the creator retaining control, the victim may save vs. Spell when touched to avoid the effect. If the victim saves, the magic vanishes.

Life Trapping: This effect can only be placed on an inanimate non-living object of 1 or more cubic feet in volume.

Light: When an Immortal is blinded by this effect, the Immortal's form is affected normally. This does not prevent Aura or Power use, and if the Immortal leaves the body, the incorporeal character is not blinded. The blindness affects only the material form. Each round an Immortal's A-M may be used to try to negate the effect. But the character will become blinded if the A-M is lowered during the duration of the effect.

Lightning Bolt: See General Notes (Damage).

Lore: If cast by an Immortal, the effect requires only 1-4 rounds or 1-100 turns, instead of the same numbers of turns or days given in the spell description.

Lower Water: The maximum depth of the "hole" in the water is 500 feet. If cast by an Immortal, this effect can be used to create a similar hole in solid ice. In this case, only half normal effect is gained (depth to $^{3}/_{4}$ normal, to a maximum of 250 feet).

Magic Jar: An Immortal may dispense with the need for a container for the life force, being able to exist as an incorporeal.

Mass **Charm:** If the effect is cast by an Immortal, the maximum number of Hit Dice or levels of creatures affected is equal to the Immortal's caster level, equal to double his or her Hit Dice.

Massmorph: Immortals experienced in environments other than that of the Prime Plane may choose to create the illusion of some plant life other than trees.

Maze: This has no effect whatsoever if used on the Astral Plane. An Immortal who entraps a creature by this effect may follow it to the astral maze (using standard movement procedures and costs) and automatically find the victim in 1 round. The Immortal may pull the victim out of the maze, into the wide expanses of the Astral Plane, by scoring a normal Hit roll and pulling the victim along. If this occurs, the victim does *not* reappear at the point of disappearance, instead remaining on the Astral Plane.

If the victim of this effect is Immortal, he or she may leave the maze in 1 round, and then free to move as desired. The Immortal need not then return to the point of disappearance. The returning effect of the spell is automatic if the Immortal simply waits for the effect to end (a maximum of 4 rounds after it began).

Memorize Bonus Spell Levels: This has no effect on any creature who creates magical effects by Power use, rather than by spellcasting.

Meteor Swarm: This effect is commonly used by Immortals. The DM may choose to use the results of only one roll (of 4d6 or 8d6) to all four or eight meteors, to speed play. An acceptable alternative is to use average damage in all cases, perhaps rolling randomly only if the damage needed to slay an opponent is close to that average.

Mirror Image: The creator of the effect (and the recipient, if the effect is bestowed by touch) can always tell which of the images are illusory and which is the real creature.

Parry: Unlike the standard fighter tactic, this has effect even if the user is unarmed.

Pass-Wall: Any dense non-living inanimate matter can be affected if this magic is cast by an Immortal. Though this can never in itself inflict damage, this may cause a collapse of surrounding matter and the collapse may have damaging effects. The chance of collapse is equal to the percentage of the supporting base material removed by this effect.

This distinctive effect actually moves the matter involved into an opposite dimensional orientation. It remains in the same location, but appears to change into air because of the dimensional displacement. Were it to actually move, an inrush of air or other nearby material would accompany the effect—which it does not.

Plane Travel: This only affects the user and any non-living inanimate equipment carried. If all members of a group simultaneously *plane travel* to a predetermined destination, all starting from the same general location, they will appear in the same positions relative to each other. This applies even if several *plane travels* are required to reach the final destination. However, any member of such a group may, simply by concentrating slightly in the process of moving, arrive up to 24 miles (1 outdoor map hex) distant from the others for each planar boundary crossed.

Polymorph Other: Although this magic has normal effect on Immortals, this spell does not erase memory in any way, but merely produces tendencies that match the new form. It does not impair Power use in any way.

Power Words (stun, blind, kill): If any such magic is cast by an Immortal, the range, duration, and all limits on creatures affected are doubled.

Produce Fire: This will not work when local or planar bias is hostile toward Energy or fire.

Protection From all Creatures: The unlimited effect applies to mortals only. This effect does not normally block any Immortal creature. However, an Immortal may expend double the standard PP cost to create a similar effect that blocks both mortal and Immortal creatures for the same duration.

Quest: Since this effect can be removed simply by the reversed spell effect, this is relatively inefficient when used on any Immortal.

Raise Dead (and Raise Dead Fully): This has no effect if applied to the slain material form used by an Immortal.

Regeneration: This effect is the same as that described for Artifacts, but only restores lost hit points and damaged flesh, not Power or Abilities.

Reincarnation: This has no effect on the slain material form used by an Immortal.

Remove Barrier*: If cast by an Immortal, this effect will remove even a *wall of iron.*

Remove Curse: *This is ineffective if the creator or caster of the curse* has (or had) a greater number of Hit Dice than the creator of this effect. If several Immortals work together to remove a curse, their effective level is equal to the total of their Hit Dice.

Repair (normal object, magical object): This has no effect on any creature, living or otherwise.

Reverse Gravity: This has absolutely no effect if the local environment has no gravity. Note also that falling may occur at much slower rates in conditions of less than normal gravity.

Shapechange: This has very nearly the same effect as the spell. However, the maximum size change is one hundredfold in each dimension. For example, a typical mortal human could become a creature up to 600 feet tall, if any such creature were seen first (as limited by the spell description). Thus, even Immortals cannot *shapechange* into huge creatures like the draeden or megaliths.

Immortal magic use is not dependent on any characteristics such as form, movement, or sound, being instead a purely mental function. The spellcasting restriction given in the *shapechange* spell description thus does not apply to any being, Immortal or otherwise, who uses Power to create magical effects.

Shelter: This effect can only be placed on an inanimate non-living object of 1 or more cubic feet in volume.

Size Control: The size limits mentioned in the description apply to mortal humanoids. An Immortal may enlarge his or her form to a maximum of 3 times normal height, or shrink to a minimum of 5% normal. The user's attacks and damage therefore may be significantly affected and the DM's judgment is required.

Speak With Monsters: If any creator of this effect (mortal or Immortal) attacks the recipient while conversing, the effect ends immediately.

Spell Damage Bonus: See General Notes (Damage).

Statue: The AC -4 given for the statue form supercedes the character's Armor Class, for better or worse.

Striking: This effect is limited in application to non-living objects, and cannot be used to give damage bonuses to the attacks of any type of creature (including those of the non-living variety, such as golems).

Summon Animals: If this effect is used in a plane other than the Prime, the DM should determine the local equivalents of the animals that can be affected.

Summon Elemental: See General Notes (Conjuring and Summoning).

Symbol: All Immortals are treated as magic users for this effect, and may save to avoid the effects. Furthermore, an Immortal may make a saving throw even when merely passing the *symbol.*

Teleport: This effect cannot be used to cross planar boundaries, nor to change one's dimensional orientation. It merely enables movement in the fourth dimension (referring to standard orientation), literally bypassing any amount of three-dimensional distance.

Thief Ability: These effects are often useless to Immortals, but are frequently used on followers or other allies.

Timestop: Power combat occurs in literally no time at all, and is unaffected by this magic. See Power combat for procedural notes on this topic.

Tracking: The variance in percentage by locality (indoor, outdoor) applies only to mortals. An Immortal uses the "indoor" percentage when trying to track in any environment in which some elemental material exists, whatever the type. The "outdoor" percentage is used when tracking in non-elemental

environments of all sorts, including the Ethereal and Astral Planes and even vacuum. An Immortal may follow a creature's traces across planar and dimensional boundaries, but at only half the listed "outdoor" chance of success.

Truesight: This effect also reveals the exact Hit Dice of those seen, but never an exact Power total (permanent or temporary).

Turn Undead: An Immortal with this magical ability may Turn undead creatures by gesturing, and needs no holy symbol. An Immortal can Turn twice as many undead as a mortal cleric, affecting 4-24 Hit Dice per attempt. The level at which an Immortal Turns undead is based on the effect chosen and power spent. An Immortal who was a cleric in mortal life retains his inherent Turning ability at the level he gained as a mortal. A complete chart is given below.

Although Immortal creatures of Entropy can be cured as if undead, they cannot be Turned, and cannot be controlled as Pawns. They may, however, act as Lieges. Procedures for handling undead Lieges and Pawns are described in the D&D *Master Set,* MDM pages 22-23.

Any non-undead follower of an Immortal of Entropy can be Turned as a "special." For example, this applies to various followers of the demon rulers. This affects only creatures who voluntarily ally with these Immortals, and not to those who are duped, *charmed,* or otherwise manipulated. It also does not apply to creatures who are created by magical means.

Turn Undead (All cleric levels)

	Cleric Level										
Undead	1	2	3	4	5	6	7	8	9-10	11-12	13-14
Skeleton	7	T	T	D	D	D	D	D	D	D +	D +
Zombie	9	7	T	T	D	D	D	D	D	D	D +
Ghoul	11	9	7	T	T	D	D	D	D	D	D
Wight	—	11	9	7	T	T	D	D	D	D	D
Wraith	—	—	11	9	7	T	T	D	D	D	D
Mummy	—	—	—	11	9	7	T	T	D	D	D
Spectre	—	—	—	—	11	9	7	T	T	D	D
Vampire	—	—	—	—	—	11	9	7	T	T	D
Phantom	—	—	—	—	—	—	11	9	7	T	T
Haunt	—	—	—	—	—	—	—	11	9	7	T
Spirit	—	—	—	—	—	—	—	—	11	9	7
Nightshade	—	—	—	—	—	—	—	—	—	11	9
Lich	—	—	—	—	—	—	—	—	—	—	11

	Cleric Level					
Undead	15-16	17-20	21-24	25-28	29-32	33-36
Skeleton	D +	D +	D +	D#	D#	D#
Zombie	D +	D +	D +	D +	D#	D#
Ghoul	D +	D +	D +	D +	D +	D#
Wight	D	D +	D +	D +	D +	D +
Wraith	D	D	D +	D +	D +	D +
Mummy	D	D	D	D +	D +	D +
Spectre	D	D	D	D	D +	D +
Vampire	D	D	D	D	D +	D +
Phantom	D	D	D	D	D	D +
Haunt	T	D	D	D	D	D
Spirit	T	T	D	D	D	D
Nightshade	7	T	T	D	D	D
Lich	9	7	T	T	T	T
Special	11	9	7	T	T	T

Explanation

11, 9, or 7: Total dice roll (on 2d6) needed for successful Turn

T: Automatic Turn, 4d6 Hit Dice of undead (2d6 for mortals)

D: Automatic Destroy, 4d6 Hit Dice of undead (2d6 for mortals)

D +: Automatic Destroy, 6d6 Hit Dice of undead (3d6 for mortals)

D#: Automatic Destroy, 8d6 Hit Dice of undead (4d6 for mortals)

Weapon Bonus: This effect can only be applied to an inanimate, non-living object.

Weather Control: The DM may modify this effect for local weather effects as well as general environmental conditions. An Immortal may thus cause spectacular weather changes as well as create small personal rain clouds and such.

Web: The time required to break free of the *web* varies by Strength as follows.

Strength	Time required
0	Spell duration
1-3	5-30 turns
4-8	3-18 turns
9-12	2-8 turns
13-15	1-4 turns
16-17	5-30 rounds
18	4 rounds
19-20	3 rounds
21-23	2 rounds
24-27	1 round
28-32	1/2 round
33-100	Instantly

Wish: All restrictions given in the spell description still firmly apply. If a *wish* is used to reproduce a spell effect (limited to one of 8th level or less), multiply the PP cost of the *wish* by the Sphere factor of the resulting effect. Factors are cumulative. Without this restriction, those of the Sphere of Thought have a distinct advantage over all other Spheres.

A *wish* cannot affect any creature's permanent PP total. It can be used to restore a temporary PP loss, but to a maximum of 20 points. It is thus at least as costly as the expenditure, and a useless tactic unless employed to aid another creature.

Word of Recall: An Immortal may have multiple "permanent homes," to a maximum of one for each Project. However, this effect does not enable instantaneous transplanar travel to such a place unless the movement is away from the Prime Plane (e.g. Prime to Elemental or Elemental to Outer).

Section 4: Character Advancement

A character's progress is measured by his or her Power total. Levels of experience were used to describe mortal progress, and also apply to Immortals. But in addition, an Immortal reaches a limit after a series of level gains. The character can then progress further only after meeting certain additional requirements and passing a test. Each grouping of levels, representing the period from one such limit to the next, is called the Immortal's rank. Level and rank gains are not handled in the same manner.

Level Advancement

Refer to Table 1. An Immortal starts each rank (Initiate, Temporal, etc.) as a Novice, and progresses through five levels within that rank before reaching the next. Level advancement is automatic upon reaching the Power Point (PP) totals given for each. The reverse process is also automatic; permanent PP expenditures may cause a loss of one or more levels within a rank.

The permanent Power Point Total is the only factor that determines level. No other requirements apply. Whenever the level changes, remember to add or subtract Hit Dice and hit points (which are determined by level) accordingly.

Fifth level is the upper limit within each rank. Progression from there to the next rank is impossible until a certain procedure is completed (see *Rank Advancement).* Until that time, the character's PP total cannot exceed the amount given for maximum (5th) level. Power in excess of this amount is immediately discarded if earned. Example: A Temporal with 990 PP and 24 in each Greater Talent ability score has an opportunity for adventure. If the character earns 20 PP during the adventure, 10 are acquired and 10 are discarded. The extra PP cannot be expended; they were never acquired.

Power cannot be voluntarily expended permanently if the subtraction would drop the Power total to below that required for Novice level in the rank. Example: A Celestial with 1,019 PP cannot spend 20 PP permanently to increase an ability score, since the reduction would cause the PP total to drop below 1,000, the minimum required for Celestial rank.

Rank Advancement

To gain a new rank, a character must first become eligible by meeting two requirements, and must then defeat peers through competition for the honor of advancement.

Minimum Requirements

An Immortal must satisfy two specific requirements to become eligible for rank advancement. The first is a given amount of Power Points, listed on Table 1 and summarized below. The second requirement is that each of the three scores comprising the Immortal's Greater Talent must be at the maximum for the character's rank (as explained earlier in the section on Ability Scores). A character who satisfies both requirements becomes eligible for, but does not automatically gain, the new rank.

The Power totals required for each rank are as follows:

Current Rank	Power total needed...	to be eligible for
Temporal	1000 PP	Celestial
Celestial	2,500 PP	Empyreal
Empyreal	5,000 PP	Eternal
Eternal	10,000 PP	Hierarch

Only scores in the character's Greater Talent affect the second requirement for eligibility. No minimum Lesser Talents are required. (However, low scores of any sort are flaws in the character, and may lead to defeat in the ensuing contest.)

Competition for Advancement

An Immortal can only rise to a new rank by defeating one or more peers in a competition for the honor. This game, carefully designed by the Eternals to be a fair and well-rounded test of the abilities of all applicants, held publicly and enjoyed by all observers. It is part of a series of games called an Olympics.

Each Sphere holds its own Olympic games. Many Immortals enjoy visiting other Spheres' Olympics. Olympic meets are held at regular intervals determined by the Hierarch or Eternals of each Sphere.

Each applicant must have the minimum qualifications of total Power and Greater Talent to be eligible to compete. After an Immortal has qualified for rank advancement, a waiting period of several weeks to years normally occurs before the next Olympics. While waiting, Immortals may work on improving their Home Plane, Lesser Talents, and other comparatively minor details. Power expenditures must be carefully considered, for if some opportunity to regain the Power used is not found quickly, the character may be ineligible for competition.

The following numbers of Immortals are typically eligible for rank advancement competition. The DM selects the number who participate.

	Max.	Probable	Min.
High Temporals	20	12	4
High Celestials	14	8	3
High Empyreals	8	4	2
High Eternals	2	2	1

To start each Olympics, all those of High (5th) level are grouped with their peers. The number of available positions is announced; for example, two vacancies for Celestial may exist as goals for the competing Temporals. Each group of competitors is then sent to an arena—an entire plane of existence, selected to not favor any element or Sphere. Each group has its own private arena, with either no other life forms or only those with no intelligence within.

The games are watched by most of the Immortals of the Sphere. The conditions of victory are as follows. When a competitor's hit points reach zero, that Immortal's material form is slain, and the character cannot affect or win the competition. The life force automatically returns to the Immortal's home plane. Most defeated competitors immediately assume a new form and join the spectators. All remaining competitors become instantly aware of the reduction in their numbers. When the number of remaining competitors equals the number of vacancies announced beforehand, the event ends, and this fact is announced to all participants and spectators.

Each winner gains Novice level in the new rank and receives bonus awards of Power and hit points, as given on Table 1 and summarized here.

Victory Awards

Rank	Power Points	hit points
Temporal	+ 50	+ 10
Celestial	+ 125	+ 20
Empyreal	+ 250	+ 30
Eternal	+ 500	+ 40

After the rank advancement competitions are finished, other games may be held. The awards for these games may consist of bonus Power from a superior, alliance, gaining 1 service from another, etc. The number and type vary by the preference of the Hierarch of the Sphere, but are usually chosen so that every Immortal can participate in at least one event, if desired. Each event is usually, but not always, limited to one rank of Immortal. The details of these games need not be announced before the Olympics, again depending on the preferences of the Hierarch, but the explicit victory conditions and awards are always announced before each contest.

As one of the last details handled during the training period as an Initiate, each new Immortal is assigned a Home Plane.

Starting Details

An apparently infinite number of Outer Planes exists. One of the tasks of the hierarchy of the Immortals is the exploration of these planes. Millions of planes have been discovered, explored to a minor extent, and categorized. Of all these, a few have been designated as appropriate starting planes for new Immortals.

The Initiate cannot select a Home Plane; one is assigned by the Hierarch of the character's Sphere. Each of these suitable planes is nearly identical, to give each Immortal a fair chance to compete on an equal basis with the other Immortals of the hierarchy. The starting Home Plane has the following characteristics.

Some of the terms in the following notes may be unfamiliar to you as a player. Your DM may choose to reveal more details, or may leave them for future adventures.

Size

The plane is a five-dimensional space (as are most planes of existence). All the dimensions are equal in size. This size— the maximum distance one could travel in a straight line, measured along any one dimension—is approximately 5 trillion miles (5 x 10E12). Even traveling at maximum incorporeal speed (4 miles per second), an Immortal would require over 36,000 years to cross the plane (assuming 365 24-hour days per year). *Teleporting,* which has no maximum range, is thus a necessity for travel at this scale.

Sphere Influence

The plane is carefully selected so that the new owner's Sphere is dominant. It is usually only slightly so, with all five Spheres present to some extent.

Elemental Influence

Each plane contains some air, earth, fire, and water. The exact amounts vary widely, but the element corresponding to the character's Sphere occurs in slightly greater amounts than the others.

General Characteristics

Most of the plane is vacuum, containing only occasional bits of extremely small elemental material. Floating here and there within this vast empty space are 2-5 stars, with a total of 16-20 planets in orbit around them (plus any number of assorted smaller rocks, from moon-sized to mere fist-sized fragments). Up to 3 of those planets may be megaliths, at the DM's discretion.

Life Forms

Any and all planets and stars may already support life forms of various sorts when the plane is first adopted by the Initiate character as determined by the DM. The space between the planets and stars may also be home to certain odd life forms, though these are much rarer than the other types. No life forms in a starting plane have an average racial Intelligence of greater than three on the standard scale. Most are of microscopic size, though some may be as large as 2-5 feet long. Any megaliths present are the sole exceptions to this rule.

One or more renegade life forms may be present. Though this possibility is minimized through earlier surveys, the large volume of the plane makes it impossible to completely examine it before assignment to an Initiate. The character should examine the plane more thoroughly before starting major projects. Most Immortals enlist the aid of several associates (from various Spheres) to complete this initial exploration and, if necessary, cleansing of the Home Plane.

Development

An Immortal may increase all characteristics of the Home Plane. A *gate* to an Elemental Plane may be opened, if permission in advance is given by both the elemental ruler and the Elemaster involved. Elemental material of any kind can thus be added to the plane, at any desired location. Minor adjustment is always needed to stabilize the elemental material. Special care is needed when material is added to an existing system of a star and orbiting planets.

The size of the plane may be increased by a permanent PP expenditure, but such actions are very expensive, requiring at least 500 PP and often many thousands. This sort of activity is not necessary until the plane has already undergone substantial development.

New life forms may be created by magical and other means. Magical creations do not have the ability to reproduce, but may be useful in short-term goals. They must, however, be duplicates of creatures that exist elsewhere. Or an Immortal may alter existing creatures already found in the Home Plane. Permanent PP expenditures are necessary if permanent, self-sustaining life forms are desired. Such creatures may have any characteristics, and need not duplicate life forms that exist elsewhere. But the easiest method is to import life from other planes.

A character who tires of Immortality may confer great bonuses to the Home Plane by Dispersion. With this action, the Immortal bestows all of his or her Power to the plane, gaining greater effects than through normal permanent expenditure. Upon Dispersing, the character's life essence may either retire to some point within the plane, immune to all outside effects (but unable to act in any way), or may choose to begin the great cycle of life once again as a mortal creature. In the prior case, a player may wish to try the challenges of being DM in his own world. If the first option is chosen, the character is no longer played, but may be contacted for reference by other Immortals who enter the plane and seek out the life force.

If the second option is chosen, the character is reborn on the Prime Plane as a normal mortal, with no memory of his or her previous life. All details are created randomly, as usual for a starting character. However, if that character ever regains Immortal status (following the long route of a complete and successful mortal life and thereafter meeting the standard requirements for Immortality), the character's memory of the previous life returns, and the character gains the old, already improved Home Plane instead of a new, undeveloped one.

Effects

An Immortal gains many bonuses when on his or her own Home Plane. Some activities can only be performed while on the Home Plane.

Resistances

While on his or her Home Plane, an Immortal is immune to all attacks of mortal origin. The character automatically takes only half damage from magical effects and physical blows of Immortal origin, and may save (vs. Spell or Physical Blow, as applicable) to take one-quarter damage. The Immortal may make a saving throw (whichever is applicable) to avoid or halve the damage from any magical effect which normally allows none.

Controls

By expending Power Points, the Immortal may control certain characteristics of the entire plane. Typical features which can be easily limited are the planar bias, the use of magical effects within the plane, the methods or points of entry into the plane, and the speed of travel within the plane. The changes may be temporary or permanent, according to the nature of the PP expenditure. Specific costs are listed in the DM's book.

Effects on Play

Home Planes may be handled in as much or as little detail as Dominions of mortal characters. Great amounts of detail and play may be devoted to exploring and describing the Home Plane, or the details may simply be assumed. Home Planes offer opportunities for games, but players should not demand full details if the DM offers other options for exciting play.

Material Forms

An Immortal may only create a material form for his or her use while within the Home Plane. Full details are given below.

The types of actions and responses available to an incorporeal Immortal are very limited. Most Immortals use physical forms most of the time. The process of gaining a physical form is called "assuming" that form.

General Notes

To assume a material form, an Immortal normally uses a three-step process of planning, creating, and then inhabiting the form. As an alternative, an Immortal may take control of a form that already exists. This is not normally possible if the form already houses a life force, but can otherwise be done easily.

The three-step process is costly in terms of both Power Points and time, but results in a material form capable of typical Immortal activities. The assumption of an existing form is quick and has little cost, but this form is inefficient and easily damaged.

In the three-step process, step 1 (planning) requires no PP expenditure, but may involve quite a bit of time (even years), depending on the complexity and size of the form. Once the planning is successfully completed, the form designed can be recreated at any time, and the design time is never reapplied.

Step 2 (creating) can only be performed by an Immortal on his or her Home Plane, and only after the form has been designed. Creation requires 1-20 turns of time and 50-500 PP, depending on the physical details of the form. The PP expenditure is permanent.

Step 3 (inhabiting) requires only 1 round of time, and costs 50 PP, whatever form is assumed. This PP cost is a temporary expenditure, and regenerates at the standard rate determined by planar or local bias.

All forms have their limits, but most have benefits as well. The Immortal's mental powers are not affected by the form assumed, but the form's physical limits usually restrict the character's abilities to some extent. Most of these restrictions can be countered by magical alterations, if desired, but these limits must nevertheless be accurately defined and applied.

Though magic is a handy tool, Immortals know that it is often undependable, and may prefer to rely on their non-magical abilities and maintain high A-M for defense.

Immortals usually design forms that have the widest range of available actions and responses as possible. They usually prefer forms that can blend well into a local population, aiding subtle operations. The form should have innate movement ability convenient to the area of operations, and should be able to resist most of the environmental characteristics most likely to be encountered.

Gains

Aura and Power combat are usable by an incorporeal Immortal, but physical and ability score attacks are only usable while in a material form. Magical effects can only be created while corporeal, even though they are produced by Power expenditure.

Whatever the form assumed, the Immortal gains all the natural abilities of that form. When assuming the form of a dragon, for example, the Immortal gains non-magical flight, multiple attacks, a breath weapon, and possibly spell use.

The Immortal's current totals of hit points, Power Points, and mental ability scores are not changed when a form is assumed. The Immortal's innate A-M also applies to the form. Only in physical form can an Immortal create and use spell-like effects. The physical form acts as a focus for creating effects in the material world. An Immortal may abandon any physical form at will.

Limits

When in a physical form, an Immortal's current physical ability scores (Strength, Dexterity, and Constitution) are those of the form assumed. These may be less than the Immortal's true scores, but never more.

The many physical characteristics of the form also apply. To use the previous example, an Immortal in dragon form cannot hide very easily nor move silently, has poor finger coordination, and of course would frighten most creatures encountered (possibly including even other dragons).

Any form created by temporary PP expenditure (such as by the use of magic) loses all movement and attack capability (if any) when inhabited by an Immortal life force, but it may cast spells.

A non-magical form that is not specifically designed for a life force may be inhabited, but must be magically altered before it is of any real use. For example, an incorporeal Immortal could inhabit a rock or a dead tree, but then has no capacity for movement or physical attacks. Such an object has comparatively low limits on physical ability scores, usually a maximum of 18. The Immortal may magically *polymorph* the object into a more convenient form, of course, but that effect is subject to A-M and *dispel magic,* as well as the limits of the *polymorph object* spell description. And the ability score limit cannot be increased by any means.

An Immortal may assume the form of a dead body unless it has been disintegrated, dismembered, reduced to -10 hit points or less, or has been slain by death magic.

Spare Forms

Though an Immortal may certainly create physical forms in advance of his or her needs, the permanent expenditure required usually limits the number severely. Any physical form can be stored on the Immortal's Home Plane without penalty. The primary risk is that an intruder (or even an indigenous predatory life form) may discover and harm the spare form(s).

Any spare form stored on a plane other than the Home Plane degenerates with time, losing 1 point from its physical ability score limit for each 10 days of storage.

Repairing Forms

Every form is damaged occasionally, often through general use and attacks from opponents. A form cannot be repaired unless it is inhabited by a life force. Any Immortal may temporarily expend PP to create magical cure spell effects, which have normal effect on the form assumed. Natural amounts of wear and tear in normal activities are assumed to be repaired at regular intervals, and need not be explicitly detailed in play.

Creating a Form

All Immortals can create two basic forms, called the *Original* and the *Standard* forms. A third form, usually imitating that of one monster type (called the *Creature* form), is also common. Other forms may also be designed and used. An Immortal may create a non-magical form only on his or her Home Plane.

Standard Form

Every Immortal is taught how to create a standard form while an Initiate. This form appears very similar to the character's original mortal form, with the same number and type of general parts (head, torso, etc.) and of the same size, but with far greater durability.

The cost of creating the first standard form is assumed to apply during the Immortal's study period as an Initiate, and is never actually deducted from his or her PP total. The planning takes 1 month and is automatically successful.

A replacement form may be created as needed. The cost is 50 PP for a demi-human or 100 PP for a human (per form), and no design time is required. If a greater physical ability score capacity is needed, it may be achieved by multiplying the base cost by 2 or more, as detailed in the notes on the three-step process (Step 2, Creating). No additional planning is needed for this minor improvement in the standard form, or in any other, as long as all other details of the form are identical.

The standard form's physical ability scores are those of the Immortal, but to a maximum of 27 points (+ 6 bonus because of ability scores). This standard form thus does not unduly limit Immortals of Temporal status, but becomes increasingly restrictive for more powerful Immortals.

The standard form's Armor Class and hit points are those of its Immortal creator.

The form is self-sufficient, and needs no food, air, water, or other means of sustenance. It has the same senses as the original mortal version, plus non-magical infravision to 180-foot range. It has the added ability to accurately identify anything smelled or tasted. It can hear noise at very long ranges, double the human norm, though greater comprehension of sounds is not automatically conveyed.

The standard form has an innate non-magical movement ability, similar to flight, by which the form can move in any direction at 120 feet per round (the same rate as an unencumbered human). The form can be hurried a bit, to 150'(50'), and can run, given a reasonable surface on which to do so, and enough gravity to allow traction, at double speed (300').

Original Form

The Plane of Existence in which an Immortal spent most of his or her mortal life is called the character's Native Plane. This may be different from the being's Plane of Origin, the place of birth. Whenever an Immortal returns to his or her Native Plane, the character's material form instantly and automatically changes to the original mortal one. In most cases (such as all humans and demi-humans), the native plane is the Prime Plane. For Immortal beings who came from planes other than the Prime, the Native Plane may be one of the four Elemental planes, the Ethereal, or even the Astral. The individual's history (often but not necessarily corresponding to that of others of the same race) determines the Native Plane in all such cases.

Every Immortal is affected in this way because of unbreakable habit. The character's mind spent many years in this form, and the act of reentering the same environmental conditions (unique to that plane) triggers this natural and irresistable response. The change and the resulting form are not magical effects.

Though forced into the mortal form, the character may freely choose any age for that form, even if such an age was not actually reached during mortal life. For example, an Immortal who was formerly a human female may assume the form of herself as an old woman, nearly unrecognizable to her former associates, even though she may have reached Immortality at a much younger age.

All the physical ability scores and other characteristics of the original form reappear with that form, regardless of the Immortal's current abilities. If, as a mortal, the character could memorize and cast spells, that ability is regained, and applies in addition to the standard Immortal ability to create magical effects by Power expenditure. Mortal attack capability, saving throws, Armor Class, and all other characteristics return in full.

The exact physical ability scores used should be those that the character had just before leaving mortal life. Optionally, the ability scores may be those of the character at the age selected. However, this option requires either complete records of the character's past progress, or good guesses and cooperation from the player and DM involved. For example, if a very young or very old version is used, the scores may be quite low. Whatever method is chosen, the DM should apply it equally and fairly to all characters, both PCs and NPCs.

If the original mortal form is created by the Immortal on his or her Home Plane, the process takes only 3 rounds, and omits the planning phase, because of the character's long experience with that form. The cost of the process involves a permanent expenditure of 50 PP for creating the form, and a temporary expenditure of 50 PP for inhabiting it.

When a character's form changes upon entering the Native Plane, no cost applies. The change occurs instantly, in the process of entering the plane. By the same procedure, the character's previous form will return when the Immortal departs from the native plane (unless, of course, the original mortal form was in use all along). This change can be prevented if the Immortal chooses to retain the original form, but otherwise occurs automatically, at no cost.

If an Immortal enters his native plane in incorporeal form or inhabits a form already present on his native plane, he is not subject to this change.

Other Forms

Immortals often experiment with additional forms for special uses. Apply the procedures given below (the three-step process).

Three Steps to Gaining a Form

Apply the following details whenever an Immortal wants to create and assume a material form.

Step 1: Designing

Before creating a form, an Immortal must design it. A usable material form is a blend of energy, matter, thought, time, and even entropy. The complex details of the influence of these Spheres are not easily or quickly grasped.

But these details are a matter for the concern of the character only. The player need only consider two crucial variables of the form, its size and number of attacks, comparing them to the Immortal's original mortal form. A modified Intelligence check is used to determine the success of designing the size of the form. Wisdom similarly governs the design of the number of attacks.

The ability score checks are always modified for the difficulty of the task. If the form's size or number of attacks are less than those of the original mortal form, the check has only a 1 % chance of failure. If a variable is the same, the task is modified as "easy." The

increase in variables increases the relative difficulty of the task. Refer to the following Design Variations chart for details. Creatures with two arms (such as humans and demi-humans) who normally have one attack per round are counted as having two attacks for this purpose.

The time needed for the design of a form with the same size or number of attacks as the original mortal form is 1 month. The time drops by half for reduction in variables (cumulative, to a 1-week minimum), and doubles for each increase. For example, if a formerly human Immortal designs a form of 48-foot height and 16 attacks, each variable has been doubled three times, so the total time required for design is 64 months.

The ability score checks are made at the midpoint of the design time. No indication of success or failure is revealed before that point, whatever means are applied (even multiple *wishes).* If either check fails, the Immortal recognizes the flaw in the design, and can stop immediately.

The player need only describe the design in general terms, specifying height, number of attacks, and other general characteristics to the DM. The Immortal character is assumed to plan and examine every detail, down to microscopic size. The character may design continuously, or may complete parts of the design at any intervals, taking time out for adventuring and other tasks. No penalty applies if the design time is not continuous, and this is in fact the most common procedure, as a percentage of every Immortal's time is occupied by required tasks of managing the multiverse (assumed, not played in the game). The DM should specify the amount of spare time that can be spent designing a new form.

Failure in the design stage precludes any further attempts at creating that form until the Immortal reaches a higher *rank* (not merely level). For example, if a Temporal tries to design a dragon form and fails, he or she will automatically fail in essentially identical designs until reaching the rank of Celestial, after which the procedure can be restarted. A new attempt at a previously failed design gains no bonuses for that experience, and must be completely restarted.

The DM may choose to categorize general creature types for purposes of these designs. For example, a kobold and a halfling are nearly identical in most physical ways, and failure at designing one might cause automatic failure in an attempt to design the other. Minor changes do not qualify as a new design. For example, if the attempt at designing the form of a 12-foot-tall hill giant fails, a subsequent attempt at designing the form of a 16-foot-tall fire giant should automatically fail.

Design Variations

Characteristic	Effect on Ability Score Check
Less	Modify to 1% chance of failure
Same	Modify as "Easy"
Up to 2x	Modify as "Average"
Over 2x to 4x	Modify as "Difficult"
Over 4x to 8x	Modify to 1% chance of success
Over 8x	Task is impossible

Example: An Immortal who was formerly a human male designs a form which is very similar to that of a gargoyle—man-sized but with four attacks per round. The size is roughly the same, so the Intelligence check is modified as Easy. The number of attacks is twice normal, so the Wisdom check is modified as Average. If both checks succeed, the form is designed successfully. If either fails, the Immortal knows that the form is flawed, and must try another design.

Step 2: Creating

Once a design is successfully completed, the Immortal has memorized every minute detail. These details will never be permanently forgotten as long as the character retains Immortal status of any level. The memory may be temporarily lost, due to magical effects (such as *feeblemind),* but is restored when such effects are removed.

With the design work successfully completed, it is a comparatively simple matter for the Immortal to create the form. This step can only be accomplished on the Immortal's Home Plane, and only if some elemental material is present, but both of these details are usually easy to accomplish.

The base cost of creating the form should be about 1 PP per pound of mass, or 20 PP per foot of height or length (considering the longest measurement only), with a minimum cost of 50 PP. The DM should decide what the final cost should be. If the form has long or extendable appendages, the maximum reach should be applied instead of the dimensions of the basic form.

The base cost applies to a form with physical ability scores ranging from 1 to 27. A greater capacity may be achieved by multiplying the base cost by 2 or more, according to the following chart.

Ability Score Capacity

Physical ability score capacity	Cost Multiplier
Up to 18 (+3 bonus)	**1/2**
Up to 27 (+6 bonus)	**1**
Up to 45 (+9 bonus)	**2**
Up to 70 (+12 bonus)	**3**
Up to 88 (+15 bonus)	**4**
Up to 98 (+18 bonus)	**5**
Up to 100 (+20 bonus)	**6**

Increases in ability scores, whether temporary (from magic or ability score combat) or permanent (from PP expenditure), may not raise the physical scores of the form above the limits determined during the form's creation. The wise player may thus choose to create a form with very high potential, even though the Immortal character may have relatively low scores, in case such magical bonuses may be needed in combat.

A new form which is absolutely identical in all aspects except ability score potential need not be redesigned. The previously successful design may be used, and the greater PP cost of creation is simply applied creating a new form from scratch.

At the time the form is created, the DM should review all details of the form and may modify them as needed for game balance and logic. The base damage per attack must be approximately the same as for a normal creature of similar size and type. In the example above, the base damage per attack of the gargoyle-like form could be 1-3/1-3/1-6/1-4 (as an actual gargoyle), or perhaps improved to a maximum of 1-4/1-4/1-8/1-6, but no further. The Immortal's Strength bonus to damage will always improve the results quite sufficiently.

Bonuses to Hit and damage rolls for high Strength or Dexterity apply only to methods of attack which could reasonably accomodate such increases. The DM may reduce or omit damage bonuses accordingly for relatively minor attack forms. For example, a player might design a small but many-armed form, trying to achieve incredibly huge damage potential through the many applications of the Strength bonus. But in such a case, the DM could rule that the form's physical attacks are too minor to warrant any bonus at all. A good rule of thumb is that bonuses to Hit Rolls and damage may never exceed the maximum normal damage the weapon can cause. Thus, a dagger which causes 1-4 normal could be up to +4 to Hit and damage.

The actual process of creating the form is assumed, and few details are relevant to the game. It takes at least 1 turn to finish, and may require as much as 20 turns based on the complexity of the design. The work must be continuous, otherwise the form is spoiled.

Step *3: Inhabiting*

After a form has been designed and created, it may be inhabited by expending 50 PP. The process takes only a few seconds (1 round). It is a non-magical phenomenon, and cannot be blocked.

Assuming an Existing Form

If an Immortal character's form is slain or otherwise rendered useless, the character may choose to remain in the area, and can still use Power attacks and Aura (though nearly all other abilities are lost). He or she may decide to return to the Home Plane and create a new form. Or the character may find a form nearby and inhabit it.

This last option is only viable in certain special situations. The character cannot assume control of any living creature, because the presence of any life force utterly blocks such attempts. A *magic jar effect* can displace a life force, but an incorporeal Immortal cannot create magical effects. A corporeal ally who uses *magic jar* on a victim cannot then turn the form over to the incorporeal Immortal faster than the original life force can reinhabit the form, *unless* the victim has first been *feebleminded* or otherwise mentally incapacitated. An incorporeal Immortal can thus only occupy the body of another living being if some ally first incapacitates and then displaces the victim's life force.

Undead forms are likewise unusable. Even undead have life force, albeit of a nature unique to these creatures, and this also precludes such attempts at possession of their forms.

If a living being is willing to loan its body to the Immortal, it must have the ability to first vacate the form, a characteristic of Immortals but not of mortals. A nearby Immortal may depart from his or her material form and allow the incorporeal Immortal to take it over. Though most Immortals are not willing to take such an action, a *charmed* or otherwise very helpful Immortal ally might be convinced to do so.

The incorporeal Immortal may otherwise choose to inhabit an inanimate object. But not only is this subject to the standard 50 PP cost of inhabiting a form, it is normally a useless maneuver. Most objects are not constructed with enough care to enable them to be controlled properly by an invading life force.

Whenever an Immortal life force occupies a non-magical object not designed for this purpose, the Immortal must make a standard unmodified Constitution check. If this is failed, the attempt also fails, and 4.2 cubic feet of the form's material (a sphere of 1 foot radius) disintegrates. If this is a greater amount than the entire object, only the object disintegrates, not anything nearby. Even the check is successful (indicating that the Immortal life force has successfully held the object together), another check must be made each turn (60 rounds) thereafter, applying the same results.

Golems & Drolems

One option may yet remain. A greater construct (CON-struct) may be found and inhabited. Constructs are summarized in the D&D *Companion Set* (DMC page 21). Lesser constructs can easily disintegrate if inhabited by an Immortal life force; their forms are too flimsy to stand the strain. Of the greater constructs—gargoyles, golems, and drolems—only the latter two are built with enough care to permit Immortal use of their forms. When an Immortal life force inhabits a golem or drolem, no Constitution check is required.

An incorporeal character can move at incredible speeds, unhampered by intervening matter, and could search a wide area for an available form. If a golem or drolem is found, the Immortal can inhabit and control it simply by moving in, expending only the standard 50 PP cost.

Several restrictions apply. The Immortal cannot change the form magically, and must be content with whatever form of movement is natural to that form. A drolem, which might be constructed to permit flying, is obviously the most mobile form. Golems must walk, a slow process that can try even Immortal patience.

The Immortal's A-M applies to the new form. Magical effects which do not change the form can be produced by standard procedures, and normal Power combat is also usable. In addition, all the abilities of the golem or drolem may be used, and its immunities apply as well. Thus, a drolem form inhabited by an Immortal may breathe poisonous gas three times a day, is immune to various spells, and can use bite and claw attacks for the listed damage.

Avatars

An Immortal may choose to inhabit a form with only part of his or her life force, instead of all of it. The standard procedures and costs for planning, creating, and inhabiting the form must be applied. Such a form, containing only part of the Immortal's life force, is called an *avatar.* The form containing the bulk of the Immortal's life force is then called the *primary.*

When inhabiting the form, the Immortal chooses the amount of life force to place within the avatar. In play, the character leaves 5% or more of his or her permanent hit point total within the avatar form. The avatar is simply a second body used by the single Immortal life force, exactly the same phenomenon seen in the horde-being of the the Elemental Plane of Earth *(Companion Set,* DMC page 41).

The avatar has the number of hit points deposited by the Immortal. The remainder of the Immortal life force has a correspondingly lesser total of hit points. For example, a 1st level Empyreal (310 hp) may exist in four bodies, three of them being avatars with 16 hp each and the fourth (the primary form) containing the remainder of the life force, with 262 hp. Additional hit points may be transferred to the avatar, but only by touch.

When an avatar is slain, its life force does not become incorporeal. It is not an actual independent life force. Its power and hp return to the primary life force.

The maximum number of avatars usable by one Immortal is equal to the number of projects which can be maintained (i.e. equal to the ability score modifier for Intelligence, or half that if the avatars and/or projects are on different planes of existence). Each avatar can act independently and simultaneously in all physical ways, but the life force is still limited to one action per round of any mental nature. Thus, by using two avatars at a single location, an Immortal may gain additional physical attacks, but can still initiate only one Power attack per round, can create only one magical effect per round, and so forth. The source of such mental attacks, however, may vary by the choice of avatar used. Magical effects of a physical nature similarly apply only to the individual forms, while those of a mental nature apply to all. For example, a magical increase in A-M applies only to the form creating that effect, but *detect enemies* would benefit all the forms.

All avatars are constantly and fully aware of each other, even if on different planes of existence. No communication is needed between them, for they are all manifesta-

tions of the same single Immortal life force. If one avatar is successfully attacked by mental means, all the avatars are affected in the same manner. A time-related attack (such as that of a jumper) causes displacement only of the local life force, not affecting any other manifestation of the Immortal. Physical effects, however, are localized to the form of the avatar affected.

An Immortal may at any time simply withdraw his or her life force from any avatar used. If the avatar is on any plane other than the Home Plane when this occurs, it dies (i.e. the form is no longer usable). On the Home Plane, the avatar form may be stored in such a way as to prevent any damage, and may be reinhabited later. An Immortal must collect his or her life force into a single form when competing for rank advancement.

Avatars are commonly used to maintain supervision and control of projects. They are occasionally used to gain advantages in a single melee or other operation, but this is not common, because of the PP cost of the forms and the additional danger presented by multiple targets for opponents.

Artifacts

Immortal PCs may create artifacts. The powers and costs for artifacts are given in the D&D *Master Set* (MDM pages 45-64). An Immortal may only create an Artifact while on his or her Home Plane.

The PP expenditure for creating an artifact is a permanent one. Most Immortals do not create artifacts until reaching Celestial or higher status. Artifacts are usually created for use by mortal life forms, to defend or otherwise aid one of the Immortal's projects. Magical effects produced by Artifacts have Immortal power, and can affect all life forms.

When an Artifact is created, its Handicaps and Penalties arise spontaneously, and are determined by the DM. These side effects cannot be avoided by mortal users.

For Immortal users, the Intelligence score of the creator of the Artifact determines the incidence of side effects. If the user's Intelligence is equal to or greater than that of the creator, no side effects occur. Otherwise, the chance of side effects is 5% per point of difference, checked at each applicable situation. For example, if the *Shard ofSakkrad* (created by a Hierarch, whose Intelligence is 100) is used by an apprentice Hierarch with only 88 Intelligence, the chance of side effects is 60% (12 points difference). The chance of occurrence of a Penalty is given as 20%, but in this case would be only 12% (60%, as calculated above, times the 20% given).

Section 6: Reference Tables

TABLE 1: Rank Advancement Chart

Rank	Level	PP	HD	hp	A-M	Greater Talent Scores	Pop.**
Initiate			15	75	50	(var)	7
Temporal							
	Novice	500	20	100			25
	1st level	600	21	110			24
	2nd level	700	22	120			23
	3rd level	800	23	130			22
	4th level	900	24	140			21
High Temporal	5th level	1,000	25	150			20
Celestial							
	Novice	1,050	25	160	60	25	19
	1st level	1,300	26	180			18
	2nd level	1,600	27	**200**			**17**
	3rd level	1,900	28	220			16
	4th level	2,200	29	240			15
High Celestial	5th level	2,500	30	260			14
Empyreal							
	Novice	2,625	30	280	70	50	13
	1st level	3,000	31	310			12
	2nd level	**3,500**	32	340			11
	3rd level	**4,000**	33	370			**10**
	4th level	4,500	34	400			9
High Empyreal	5th level	5,000	35	430			8
Eternal							
	Novice	5,250	35	460	80	75	7
	1st level	6,000	36	500			6
	2nd level	**7,000**	37	**540**			5
	3rd level	**8,000**	38	**580**			4
	4th level	9,000	39	620			3
High Eternal	5th level	10,000	40	660			2
Hierarch							
	Novice	10,500	40	700	90		*(1)
	1st level	11,000	41	750			
	2nd level	12,000	42	800			
	3rd level	13,000	43	850			
	4th level	14,000	44	900			
Full Hierarch	5th level	15,000	45	1,000		100	1

* Each Sphere of Immortals has its own sole ruling Hierarch, who always has one "trainee" (an aide or apprentice) who can assume the senior position whenever necessary

** Population refers to the total number of Immortals that may exist at each level.

TABLE 2: Modifiers based on Strength, Intelligence, Wisdom, Dexterity, and Constitution scores

Ability Score	Adjustment
0	-5
1	-4
2-3	-3
4-5	-2
6-8	-1
9-12	None
13-15	+1
16-17	+2
18	+3
19-20	+4
21-23	+5
24-27 :	+6
28-32	+7
33-38	+8
39-45	+9
46-53 '.	+10
54-62	+11
63-70	+12
71-77	+13
78-83	+14
84-88	+15
89-93	+16
94-96	+17
97-98	+18
99	+19
100	+20

TABLE 3: Charisma Effects

Ability Score	Retainers Reac	Max	Morale	Aura
1	-3	1	3	(+4)
2-3	-2	1	4	(+3)
4-5	-1	2	5	(+2)
6-8	-1	3	6	(+1)
9-12	0	4	7	(0)
13-15	+1	5	8	-1
16-17	+1	6	9	-2
18	+2	7	10	-3
19-20	+2	8	11	-4
21-23	+3	9	12	-5
24-27	+3	10	(+1)	-6
28-32	+4	11	(+2)	-7
33-38	+4	12	(+3)	-8
39-45	+5	13	(+4)	-9
46-53	+5	14	(+5)	-10
54-62	+6	15	(+6)	-11
63-70	+6	16	(+7)	-12
71-77	+7	17	(+8)	-13
78-83	+7	18	(+9)	-14
84-88	+8	19	(+10)	-15
89-93	+8	20	(+11)	-16
94-96	+9	21	(+12)	-17
97-98	+9	22	(+13)	-18
99	+10	23	(+14)	-19
100	+10	24	(+15)	-20

TABLE 4: Saving Throws

	Physical Attack	Power Drain	Mental Attack	Magic Spell
Initiate	14	16	18	20
Temporal				
Novice	14	16	17	20
1st level	14	15	17	19
2nd level	13	15	16	19
3rd level	13	14	16	18
4th level	12	14	15	18
5th level	12	13	15	17
Celestial				
Novice	11	13	14	17
1st level	11	12	14	16
2nd level	10	12	13	16
3rd level	10	11	13	15
4th level	9	11	12	15
5th level	9	10	12	14
Empyreal				
Novice	8	10	11	14
1st level	8	9	11	13
2nd level	7	9	10	13
3rd level	7	8	10	12
4th level	6	8	9	12
5th level	6	7	9	11
Eternal				
Novice	5	7	8	11
1st level	5	6	8	10
2nd level	4	6	7	9
3rd level	4	5	7	8
4th level	3	5	6	7
5th level	3	4	5	6
Hierarch (all)	2	3	4	5

TABLE 5: Hit Rolls

	Creature's Negative AC Hit													
HD	0	1	2	3	4	5	6	7	8	9	10	11	12	13
13 + to 15	8	9	10	11	12	13	14	15	16	17	18	19	20	20
15 + to 17	7	8	9	10	11	12	13	14	15	16	17	18	19	20
17 + to 19	6	7	8	9	10	11	12	13	14	15	16	17	18	19
19 + to 21	5	6	7	8	9	10	11	12	13	14	15	16	17	18
21 + to 23	4	5	6	7	8	9	10	11	12	13	14	15	16	17
23 + to 25	3	4	5	6	7	8	9	10	11	12	13	14	15	16
25 + to 27	2	3	4	5	6	7	8	9	10	11	12	13	14	15
27 + to 29	2	2	3	4	5	6	7	8	9	10	11	12	13	14
29 + to 31	2	2	2	3	4	5	6	7	8	9	10	11	12	13
31 +to 33	2	2	2	2	3	4	5	6	7	8	9	10	11	12
33 + to 35	2	2	2	2	2	3	4	5	6	7	8	9	10	11
35 + to 37	1	2	2	2	2	2	3	4	5	6	7	8	9	10
37 + to 39	0	1	2	2	2	2	2	3	4	5	6	7	8	9
39 + to 41	1*	0	1	2	2	2	2	2	3	4	5	6	7	8
41 + to 43	2*	1*	0	1	2	2	2	2	2	3	4	5	6	7

	Creature's Negative AC Hit													
HD	14	15	16	17	18	19	20	21	22	23	24	25	26	27
13 + to 15	20	20	20	21	22	23	24	25	26	27	28	29	30	30
15 + to 17	20	20	20	20	21	22	23	24	25	26	27	28	29	30
17 + to 19	20	20	20	20	20	21	22	23	24	25	26	27	28	29
19 + to 21	19	20	20	20	20	20	21	22	23	24	25	26	27	28
21 + to 23	18	19	20	20	20	20	20	21	22	23	24	25	26	27
23 + to 25	17	18	19	20	20	20	20	20	21	22	23	24	25	26
25 + to 27	16	17	18	19	20	20	20	20	20	21	22	23	24	25
27 + to 29	15	16	17	18	19	20	20	20	20	20	21	22	23	24
29 + to 31	14	15	16	17	18	19	20	20	20	20	20	21	22	23
31 +to 33	13	14	15	16	17	18	19	20	20	20	20	20	21	22
33+ to 35	12	13	14	15	16	17	18	19	20	20	20	20	20	21
35 + to 37	11	12	13	14	15	16	17	18	19	20	20	20	20	20
37 + to 39	10	11	12	13	14	15	16	17	18	19	20	20	20	20
39 + to 41	9	10	11	12	13	14	15	16	17	18	19	20	20	20
41 + to 43	8	9	10	11	12	13	14	15	16	17	18	19	20	20

* Automatic hit unless rolling a natural 1, add number given to damage.

Index to Magical Effects

Sphere	Spell Name
All	Ability Score Bonuses
Thought	Aerial Servant
Time	Age Change
Matter	Animate (Dead or Object)
Time	Anti-Animal and Plant Shells
Time	Anti-Magic percentage (10%-50%), Shell, or Ray
Time	Appear
Time	Armor Class Bonus (2 to 10)
Matter	Babble
Matter	Barrier
Energy	Bearhug
Energy	Blasting
Matter	Blend with Surroundings
Energy	Bless
Time	Blight
Time	Breath Weapon, Acid or Ice
Energy	Breath Weapon, Fire
Thought	Breath Weapon, Poison Gas
Time	Bug Repellant
Matter	Buoyancy (various amounts)
Energy	Burrowing
Thought	Call Lightning
Thought	Calm Others
Time	Cancellation
Time	Cause Disease
Matter	Cause Fear
Time	Cause Wounds (Light, Serious, Critical)
Thought	Change Odors
Time	Change Tastes
Thought	Charm Monster, Person, Plant, Mass Charm
Thought	Choose Best Option
Thought	Clairaudience
Thought	Clairvoyance
Energy	Climb Walls *(70%-120%)*
Matter	Clone
Time	Close Gate
Thought	Cloudkill
Thought	Commune
Thought	Communication
Thought	Confuse Alignment
Matter	Confusion
Thought	Conjure Elemental
Thought	Contact Other Plane
Matter	Container (5,000-50,000 cn)
Time	Contingency
Thought	Control Animals, Dragons, Giants, Humans, Plants
Thought	Control Temperature 10' Radius
Time	Control Undead (Lesser or Greater)
Thought	Control Winds
Matter	Create Animal, Monster, or Normal Object
Matter	Create Food
Energy	Create Magic Aura
Time	Create Poison
Time	Create Water
Thought	Creeping Doom
Matter	Cureall, Automatic Cureall
Thought	Cure Blindness
Matter	Cure Disease
Matter	Cure Wounds (Light, Serious, Critical)
Time	Curse
Matter	Dance
Time	Darkness, Continual Darkness
Time	Death Spell
Time	Delay
Thought	Detect Danger, Evil, Invisible, Magic, Enemies
Thought	Detect Slopes, New Construction, Gems, Metal, Shifting Walls & Rooms
Matter	Dimension Door
Matter	Disarm Attack
Energy	Disintegrate
Energy	Dispel Evil
Time	Dispel Magic
Energy	Displacement
Time	Dissolve
Time	Dodge Missiles, Directional Attacks
Matter	Earthquake
Matter	Elasticity
Thought	ESP
Thought	Explosive Cloud
Matter	Feeblemind
Thought	Find Path, Secret Door, Trap (spell ability)
Time	Finger of Death
Energy	Fire Ball, Delayed Blast Fire Ball
Matter	Flesh to Stone
Matter	Floating Disc
Energy	Fly
Matter	Force Field
Energy	Free Monster, Free Person
Matter	Gaseous Form
Energy	Gate
Thought	Geas or Quest
Matter	Growth of Animal, Growth of Plant
Energy	HallucinatoryTerrain
Thought	Harden
Energy	Haste
Matter	Heal
Thought	Hear Noise (50%-140%)
Energy	Heat Metal
Matter	Hide in Shadows (30%-100%)
Time	Hit Point Bonus (+ 1 to + 3 per HD)
Energy	Hit Rolls Bonus (+ 2 to +10)
Time	Hold Animal, Monster, Person, Portal
Energy	Holy Word
Time	Ice Storm or Wall
Thought	Identify
Time	Immune to Aging Attack
Time	Immune to Breath Weapons
Thought	Immune to Disease, Paralysis, Time
Time	Immune to Energy Drain & Poison
Time	Immunity
Time	Inertia control
Thought	Infravision
Thought	Insect Plague
Matter	Invisibility, Inv. 10' Radius, Mass Inv.
Thought	Invisible Stalker
Matter	Knock
Thought	Know Alignment
Energy	Leap 30' to 120' (with Hit roll bonus)
Matter	Levitate
Thought	Lie Detection
Time	Life Drain

Sphere	Spell Name
Time	Life Trapping
Energy	Light, Continual Light
Energy	Lightning Bolt
Thought	Locate Plant/Animal, Locate Object
Thought	Lore
Time	Lower Water
Time	Luck
Energy	Magic Door
Thought	Magic Jar
Time	Magic Lock
Matter	Magic Missile
Thought	Mapmaking
Energy	Massmorph
Matter	Maze
Thought	Memorize + 1 to +10 Spell Levels
Matter	Merging
Matter	Metal to Wood
Energy	Meteor Swarm
Thought	Mind Barrier, Mindmask
Energy	Mirror Image
Matter	Move Earth
Energy	Move Silently (50%-100%)
Time	Neutralize Poison
Time	Obliterate
Thought	Obscure
Energy	Open Locks (60%-120%)
Matter	Open Mind
Time	Paralysis
Matter	Parry
Energy	Pass Plant
Matter	Pass-Wall
Time	Permanence
Energy	Phantasmal Force
Energy	Pick Pockets (50%-100%)
Matter	Plane Travel
Energy	Plant Door
Time	Poison
Matter	Polymorph Object, Other, Self
Energy	Power Word Blind, Kill, Stun
Thought	Predict Weather
Energy	Prismatic Wall
Energy	Produce Fire
Energy	Projected Image
Time	Protection From Creatures (some, many, most, all)
Time	Protection from Evil, Prot. from Evil 10' Radius
Time	Protection from Lightning
Time	Protection from Lycanthropes
Matter	Protection from Magic Detection
Time	Protection from Normal Missiles
Time	Protection from Poison
Time	Protection from Undead
Thought	Purify Food & Water
Energy	Raise Dead, Raise Dead Fully
Thought	Read Languages
Thought	Read Magic
Matter	Regeneration
Matter	Reincarnation
Energy	Remove Barrier, Curse, Traps (50%-100%)
Thought	Remove Charm, Fear, Geas, Quest
Matter	Repair Object (normal or magical)
Thought	Resist Cold
Time	Resist Fire
Energy	Restore
Matter	Reverse Gravity
Time	Rulership
Time	Saving Throws Bonus (+ 2 to +6)
Energy	Security
Matter	Set Normal Trap (50%-90%)
Matter	Shapechange
Time	Shelter
Time	Shield
Matter	Shrink Plants
Time	Silence 15' Radius
Matter	Size Control
Time	Sleep
Time	Slow
Energy	Smash Attack
Thought	Snake charm
Thought	Speak with Animal, Dead, Monster, Plant
Energy	Spell Damage Bonus + 1 to +4 Per Die
Time	Spell Turning
Matter	Statue
Matter	Sticks to Snakes
Matter	Stone to Flesh
Energy	Striking
Thought	Summon Animal, Elemental, Weather
Matter	Summon Object
Time	Survival
Matter	Sword
Time	Symbol
Matter	Telekinesis
Matter	Teleport, Teleport Object
Time	Timekeeping
Time	Timestop
Thought	Tracking
Energy	Transport Through Plants
Energy	Travel
Thought	Treasure Finding
Energy	Tree movement
Thought	Truesight
Time	Turn Undead (as Cleric L6, 12, 24, 36)
Time	Turn Undead bonus +2 to +6, +1d6 to +3d6 HD
Matter	Turn Wood
Energy	Ventriloquism
Time	Victory
Energy	Wall of Fire
Matter	Wall of Iron, Stone
Matter	Warp Wood
Thought	Water Breathing
Energy	Weapon bonus (to damage or strength)
Thought	Weather Control
Matter	Web
Energy	Web movement
Thought	Wish
Thought	Wizard Eye
Time	Wizard Lock
Energy	Wizardry
Matter	Word of Recall
Thought	X-Ray Vision

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FOR ANY NUMBER OF PLAYERS, AGES 14 AND UP

DUNGEONS & DRAGONS®

DM'S GUIDE TO IMMORTALS

THE FANTASY ROLE-PLAYING GAME

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DUNGEONS & DRAGONS®

Fantasy Adventure Game

Dungeon Master's Guide to Immortals

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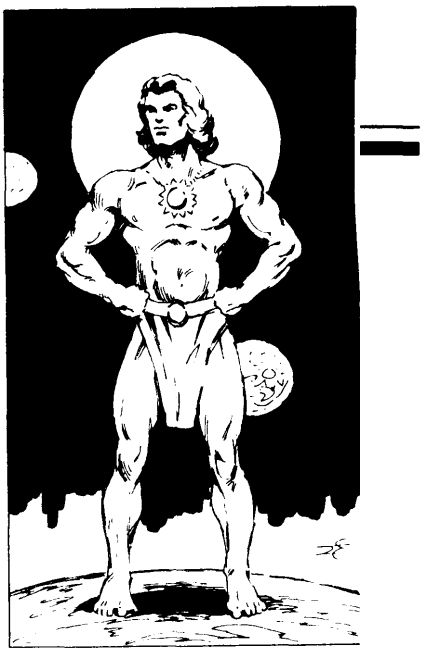
The Multiverse



"Whence this pleasing hope, this fond desire,
This longing after Immortality?"

Cato
Joseph Addison (1672-1719)

Before you study this section, you should be familiar with the notes in the D&D® *Companion Set* which describe the Ethereal and Elemental Planes, vortices, and wormholes (DMC pages 18-19). You should also be familiar with the five Spheres of Power, as described in this set. Before we break new ground, a brief review is in order, and some new details are added to these now-familiar topics.

Planes of Existence

In game terms, the phrase "plane of existence" (or simply Plane) refers to an area seen by mortal beings as a three-dimensional volume of unmeasurable size. This is different than in geometry, in which a plane is a flat two-dimensional area. One Plane contains the PC homeworlds, other planets, moons, stars, other objects, and vast distances between them in which there is almost nothing. This plane is called the Prime Plane (or merely the Prime).

Any attempt at finding an end to this space will fail, for it extends without end in all normal directions (height, width, etc.). Any such plane of infinite size is tailed a universe.

One other plane, the Ethereal, touches the Prime at all points. Most adventurers from the Prime are quite familiar with the Ether, for it can be entered by using various magical effects and devices. The Ether is also an area through which characters must pass to reach the nearby planes of the four elements. The Prime and Elemental planes are connected by tubes that reach through the Ether, forming a branching network very similar to the roots of a tree.

From a greater perspective, this group of six planes of existence—the Prime, Ether, and the four Elemental Planes—are collectively called the Inner Planes.

The Inner Planes are surrounded by the Astral Plane, which is connected to the Elemental and Ethereal Planes but not to the Prime. Ear beyond the Inner Planes, across this vast "astral ocean," are other planes of existence, the homes of the Immortals and other beings. These other planes are commonly called the Outer Planes, a provincial and relative term that is nevertheless in common use because of the Prime-planar origin of most Immortals.

Only three of the known planes of existence are infinite in size—the Prime, Ethereal, and Astral. All others are limited, or "bounded" planes, or pocket universes.

Together, all these planes, bounded and infinite, Inner and Outer, is collectively called the Multiverse.

The Importance of the Prime

The Prime Plane is special in several ways. It is the only one in which the five Spheres of Power (Matter, Energy, Time, Thought, and Entropy) all blend together perfectly, in precisely equal proportions. It is also the only plane in which the four elements of Air, Earth, Fire, and Water blend perfectly, again in equal proportions. Every other plane of existence contains some imbalance in elements, Spheres, or both.

All Immortals, including those of Entropy, are extremely careful not to disturb the balance of all things in the Prime Plane. Their caution is in their own self-interest, for the Prime Plane is the only plane from which new Immortals consistently arise. For Immortals cannot create Immortal offspring. The only way Immortals can replenish their numbers, to maintain their commanding positions as controllers of all of existence, is by finding, encouraging, and testing exceptional mortals who wish to achieve Immortality.

Breeding experiments have not improved the odds. On the rare occasions when Immortals have masqueraded as mortals (as documented by dozens of ancient myths), their offspring were mortals and neither more nor less likely to achieve Immortality than other humans of purely mortal origin. Such meddling poses dangers to the balance of the Prime that such attempts were abandoned long ago.

Potential Immortals are often discovered in planes other than the Prime, but few of these succeed in reaching Immortality. Those who do reach Immortality have never achieved greatness within the Immortal hierarchy. Immortals believe that this is because of the flaws caused by the imbalances in the native planes of such creatures.

Dimensions

Just as the five Spheres govern the multiverse, five dimensions govern each plane of existence. Each dimension is a way of measuring physical size or distance. Each dimension is a real direction perpendicular to every other. Time, often mistakenly called the fourth dimension, is not a direction, but one of the Spheres.

Imagine one dimension as a straight line on a piece of paper. Another line crossing it at a 90 degree angle shows a second direction, forming a plus sign on the paper. To add a third direction perpendicular to both, imagine a line passing through the center of the plus, leading above and below the fiat paper

Easy so far, for most of us. But the next dimension is in a direction perpendicular to all three of those lines, a direction that we as players are simply not equipped to see. We can, however, assume that our Immortal characters can see, use, live within, and even ignore this dimension as naturally as we do the first three.

Thus, a mortal can be simply defined as a being who is equipped to perceive only three dimensions at once. An Immortal can perceive four dimensions at once—but four only.

However, a fifth direction lurks around the corner, perpendicular to *all* of the first four dimensions. It is normally as impossible for Immortals to see this fifth direction as it is for humans to perceive the fourth. Its effect on mortals, who rarely but occasionally catch glimpses of its existence, can be horrifying. Mortals commonly call this fifth direction the Dimension of Nightmares. This bothersome name does not denote a place; it is a simple tag attached, through ignorance, to a direction that no mortal or Immortal can perceive.

Although all five directions are real, measurable distances, the latter two are commonly called "imaginary" dimensions by mortals. This is merely a natural refusal to admit their reality; they exist nevertheless.

The five known dimensions have been given names to define what each dimension is commonly used to measure when used in conjunction with other dimensions. The first dimension measures length or distance between two points, and thus has a beginning and an end. The second dimension measures breadth and direction of the object in the first dimension. The third dimension measures volume or magnitude or size of an object. The fourth dimension defines the relation between two objects, finding all points of similarity, or convergence. And finally, the fifth dimension measures the unique nature or essence of an object in relation to all others, or divergence.

If an object exists in only a few of the five dimensions, the first dimension by which it is measured—even if this is actually the second or third dimension—is viewed by creatures who perceive dimensions from the same perspective as the object, as the object's length. Dimensions that cannot be perceived do not appear to exist to the character's perceptions.

Infinite Dimensions

Let's back up a bit. When you imagined a line to represent one dimension, you also imagined the line to be somewhere—on a piece of paper, for example. But that paper exists in at least two dimensions. Thus, for a line to have any real location or meaning, it must exist within a two-dimensional or larger space. The line itself describes only one dimension, but its location must be described by two.

Similarly, a two-dimensional plus sign can certainly exist alone, but to have real meaning, it must be located within a three-dimensional space from which it may be observed.

The conclusion of this line of reasoning is that any being who perceives a given number of dimensions must exist in a space that has a greater number of dimensions to perceive those dimensions; at least one more and possibly several. From this, it is easily proved that Immortals, who can perceive four dimensions, must exist in five or more.

Immortal discussions of mathematics, philosophy, and other topics led them to this conclusion. They further deduced that an infinite number of dimensions must exist, since each depends on the one "above" it to exist. They have attempted to explore the five obvious dimensions and to discover others.

Immortals quickly encountered creatures who naturally perceive three dimensions, but whose viewpoint is entirely different than humans'. These life forms consider the five dimensions in a way exactly opposite to the mortal view. Similar to mortals, they perceive and accept a three-dimensional world. But the dimensions that normal mortals call the fifth, fourth, and third, these beings perceive as their first, second, and third. They are disturbed by their fourth dimension (what normal mortals call the second), and horrified by the fifth (what normal mortals call the first).

Many of these beings, the so-called Nightmare creatures, were discovered coexisting already on the Prime Plane itself. This was startling but not entirely unexpected, since the planes and dimensions are two entirely different things. The Immortals now watch over and protect these beings, admitting their inability to understand them fully but accepting them as natural life forms of the inviolate Prime Plane.

Immortals realize problems posed by the very existence of these creatures. No life forms seemed to consider the second, third, or fourth dimensions as their "starting point," as it were. Why, then, this apparent importance of the fifth? Perhaps the five dimensions and five Spheres are somehow related, but no evidence has been found to support this theory. However, a peculiar phenomena has been discovered—something that strikes fear into even the most powerful of Immortals, millions of years since the first explorations of the dimensions.

They found a barrier they cannot penetrate.

The Secret of the Multiverse

Immortals have imagined much of the following, and have in fact deduced most of the truth, but have never found real evidence to support their theories. They remain uneasy, intellectually capable but unable to fully accept their own deductions.

Coming from a place now lost in the mists of forgotten time and memory, the first Immortals found the multiverse; *they did not create it.* They found it without order, and without purpose, so they made the achievement of these things their highest goal. The many planes of existence are still being explored by the Immortals. The Outer Planes seem to be innumerable. With each passing millenium, the Immortals grow ever more awed by the apparently infinite size and variety of this vast creation.

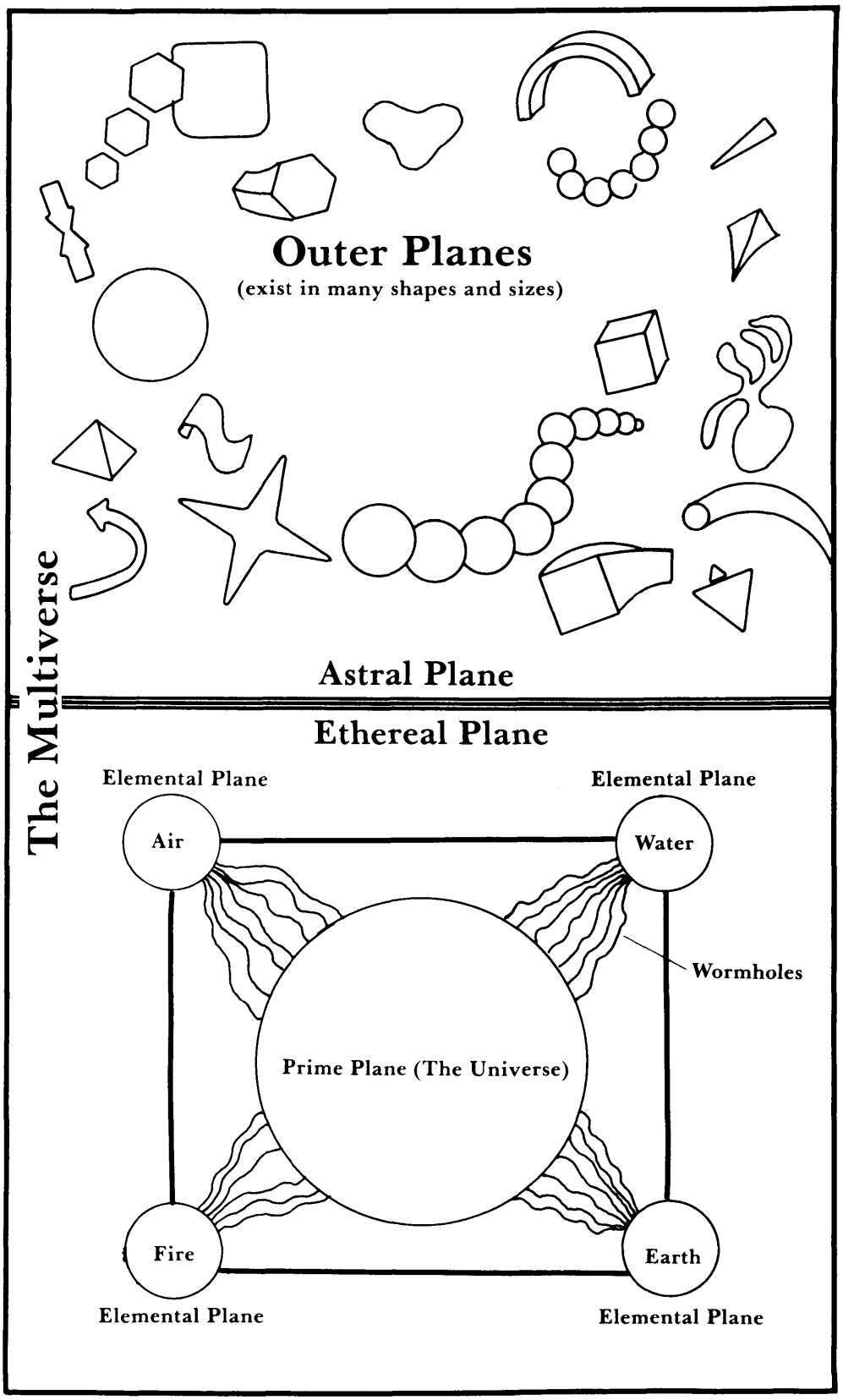
Someone must have been here before, they reason. Someone or some group, or perhaps some thing, made all of this. The Immortals call them the Old Ones—beings to whom even the power of the Immortals is but a drop in an ocean.

The Immortals are correct. With such power, the Old Ones knew that the Immortals would come. They saw this as an opportunity. For despite their unimaginable abilities, the Old Ones are tragically similar to Immortals in one respect. They cannot reproduce and the only way for other beings to achieve their level of power is through a test of time, experience, and will. Just as Immortals await and desperately desire the appearance of exceptional mortals, so do the Old Ones watch and wait for the greatest and best of all the Immortals.

But knowing that Immortal power could transcend all boundaries, the Old Ones set a limit to restrict the Immortals to help them concentrate their efforts. This is the Barrier.

Withdrawing themselves into the sixth and higher dimensions, the Old Ones created a type of wall between themselves and the rest of existence. Whenever an Immortal tries to pass beyond the first five dimensions, he or she enters a special realm. Immortals perceive this realm as a whirlpool of infinite size. made of a watery form of ether. Some Immortals have been lost in the huge swirling mass for many years; they are known to still live, but are missing, and presumed unrecoverable. The Immortals have made many

The Multiverse



attempts to explore, penetrate, and solve the mystery of this vast whirlpool, but have never succeeded. This swirling chaos is called the Dimensional Vortex.

Perhaps even worse than the existence of the barrier is the simple fact that some creatures, presumably life forces but of a type different from all others, enter and leave the Dimensional Vortex. Simply called vortex creatures by Immortals, these beings are powerful and greatly feared. The Immortals believe that the vortex creatures are servants of the Old Ones, sent to observe, correct, or destroy.

In creating the barrier, the Old Ones knew that its existence would produce certain odd effects—most notably the evolution of life forms with a new dimensional viewpoint, the Nightmare creatures. They saw this as another opportunity. Immortals have begun to look at Nightmare creatures as an alternate stock from which Immortals may arise once they have reached the level of evolution of the Normal dimensional creatures. The barrier will not be removed until this great experiment of the Old Ones has reached a conclusion, for it has been successful in creating new Old Ones.

Approximately one Immortal per 10,000 reaches Full Hierarch status. Most of these beings are content in this exalted post. But some very few Hierarchs have become dissatisfied with their fate. They sought even greater power, and wondered about the paradox of the great barrier. Most of these overcame their concerns and curiosity, but a few—perhaps one of each hundred or two—chose to prove their ultimate superiority, on the remote chance that some greater power might be watching. They dispersed their life essences into their Home Planes, and reincarnated themselves as mere mortal humans once again.

Most of these daring individuals perished in the process, for they indeed became mere mortals, with no better chance to survive and achieve Immortality than any other mortal man. Only a handful both desired and reached Immortal status a second time. And of these, only a few reached Hierarch status a second time. And finally, of these few, only two dared once again to seek more. They saw the coming of the blackballs as their punishment and final destruction, and the other Immortals still believe that this is what occurred. But unbeknownst to all, they passed beyond the barrier, and exist now with the Old Ones.

One success could have been chance, but the second arrival proved that the great experiment known as the Multiverse would

serve its purpose. The Old Ones continue to watch and wait for other daring Hierarchs. And someday when they are satisfied, when their unknown goals have been reached—someday the Old Ones will return.

Summary

This set does not attempt to fully describe the Old Ones. We cannot even fully describe their servants, the Immortals, nor their vast realm of the Multiverse. And no future volume will provide details on the Old Ones, for their powers transcend the framework of any mere game. To reduce them to game terms would trivialize their power, which is of an order far greater than the Immortals'.

The Old Ones are prepared to wait indefinitely, for Time has no hold over them. If any player character succeeds in the great journey, not merely achieving Hierarch status but proving his or her superiority by doing it *twice*—well, no higher goal can be attained, and no reward is too great. The player wins and his character vanishes. And that is the final end of this game.

One fact remains for you, as Dungeon Master, to decide. Who are the Old Ones? Are they indeed the greatest and most powerful beings of all? Or perhaps, as they wait secure in their power, do even the Old Ones naively fail to see the most obvious fact of all? Can they really believe that no higher Being watches them?

One who also watches... and waits...

Physical Characteristics

The number of planes of existence is infinite. Immortal explorations of the bounded Outer Planes continually find previously undiscovered ones. The infinite realms of the Prime, Ethereal, and Astral Planes are also being explored by both mortal and Immortal beings. The Immortals' chosen task of exploring the multiverse will thus never end, lasting as long as the Immortals themselves.

The Prime Plane

The Prime Plane alone, limited only by its perfect balance of Spheres and elements, offers incredible variety. It houses the entire realm of existence which we, the humans of the real world, have studied and catalogued. The possibilities are amazing—black holes and quasars, galaxies and nebulae, standard and variant planetary and stellar configurations, and so forth. Double and triple star systems can produce effects so outlandish as to seem entirely fantastic, but may be entirely real. Vast empires, both planet-bound and galaxy-wide, can exist for millions or billions of years without ever becoming aware of each others' existence, if separated by the vast depths of intergalactic space.

Unlike* the real world, teleportation is possible in this game. The Prime Plane can therefore be explored on a large scale, and contact can be made even between civilizations in separate galaxies. Such occurrences are very unlikely by random chance, but the Immortals as a group can serve to monitor many races and either prevent or encourage their interaction.

When we consider the further possibilities opened by other planes of existence, the elemental theory of matter, the common use of magic, and the imbalances of the Spheres, literally anything is possible. So for the DM, the problem of designing new worlds, life forms, and other game elements is not "Is it possible?" but rather "Where does it occur?"

* An assumption with which some readers will no doubt disagree. But no concrete evidence has yet come to light, only allegations.

Earth

The home world of human player characters as portrayed in the D&D *Basic*, *Expert*, *Companion*, and Master sets is merely one of many possibilities. Within its limited scope, this world is simply our real one, but at a point in the far past. The land masses diagrammed in the Companion set are a rough depiction of the ancient world of Pangea. The continents have only begun to drift from their early unified position, following the modern theories of the shifting tectonic plates.

Although the earth as portrayed in this game has been designed as if it were an actual predecessor to our real one, the DM may easily change this. It may be a parallel world, located at a far distance from our real one but bearing many similar characteristics. This method can be used to resolve various discrepancies between the game world and our real one. For example, names from ancient myths have been suggested for various Immortals, simply for familiarity, but the specified era predates such cultures by millenia. The possible invention and use of explosives can also pose a problem unless an alternate earth postulate is accepted where gunpowder does not exist. But these problems can be solved in other ways, even while maintaining the campaign world as it is described. The final choice is the DM's.

We have added the elements of fantasy to this likely early configuration, and the result is the campaign world described in the boxed rule sets and adventures. This period of earth's history is therefore known as the Age of Magic. Political and social developments are another matter, left almost entirely to the development of individual Dungeon Masters. The real fun of a good fantasy game lies in dealing with the scope of human activities, independent of mere geographical details.

Home System

For convenience, the star and other bodies of the solar system that contains the PC homeworld are essentially identical to that with which we are familiar. We assume that one moon orbits the earth, though you may prefer to add others. However, we chose one because of its pervasive influence on our history. According to some, the lunar cycle may have affected man both physically and mentally. It has certainly had widespread effects on the measurement of time, the agricultural and marine cycles, and other aspects of our world. So instead of reexamining all aspects of human life, and possibly changing them into details too alien to entertain us as a game form, we maintain the use of a single, familiar moon.

We also assume that most of the same planets exist. Three noteworthy exceptions are mentioned below, followed by a brief chart of the mass and position of each body of the home system.

A. A planet lies between Mars and Jupiter, in the area we now call the asteroid belt. If the DM desires, it may be the home of an advanced civilization. But this planet will be destroyed in the future—possibly in a few years, or perhaps in a few thousand; possibly by natural means, or perhaps by the actions of its residents. Its remains will form a hazardous region of floating debris, and large pieces will swing about the sun in collision-prone orbits for millions of years. For these and other reasons, let us call this doomed planet Damocles.

B. At the time of this game setting, the bodies now called Mercury and Pluto do not exist. When Damocles is destroyed, the two largest pieces will fly in opposite directions. The one heading toward the sun will be caught in an unusual orbit, and will be later known as Mercury. The other will almost escape the solar system entirely, but after passing nearby Uranus and Neptune it will also end up in orbit, to be later called Pluto.

Some large chunks of Damocles will be

captured by gravity, becoming the infamous "retrograde moons" (which rotate in a direction opposite that of the other bodies of the solar system) of Jupiter and other planets. And many pieces will become asteroids and comets with elliptical solar orbits, the flying shrapnel now called Eros, Amor, Albert, Apollo, Icarus, Adonis, and Hermes (listed in order of size).

C. Beyond the orbit of Neptune lies the tenth planet, called Charon. It is slightly larger than Mars. Its location is accurate to the method of prediction known as Bode's Relation, but it will remain undiscovered until the solar system can be re-explored by use of technology, many thousands of years after the passing of the Age of Magic.

System Body	Diameter in miles	Distance from sun in millions of miles
The Sun	864,000	
Venus	7,581	67
Earth	7,926	93
Mars	4,200	141
Damocles	6,103	257
Jupiter	88,670	484
Saturn	75,062	887
Uranus	29,577	1,783
Neptune	27,589	3,230
Charon	5,320	7105

The Galaxy

So little is known about the nature of the "Milky Way," the galactic home of humanity, that the DM may add details with great freedom.

The galaxy is a large thin disc, 100,000 light years* (LY) across, with a central node that is 20,000 LY thick. The outer portions taper slowly, averaging 2,000-3,000 LY in thickness. The galaxy contains 125 billion stars, but only 125 million earthlike planets. Only 125,000 have produced intelligent life forms, and only about 125 of the races are able to use magic and/or technology to control their own destinies.

The stars closest to man's are (to use our modern names for them) Alpha Centauri (4.3 LY), Sirius (8.6 LY), Epsilon Eridani (10.7 LY), Procyon (11 LY), 61 Cygni (11.1 LY), Tau Ceti (11.2 LY), and Altair (15.7 LY). It may be noteworthy that Centauri, Sirius, Procyon, and Cygni are all double star systems. The closest civilization able to use magic (counting only those outside the home system of humanity) is on several planets orbiting Epsilon Eridani.

The home system of man is far removed from the galactic hub, hidden among many other stars in one of its several great arms. Life forms similar to or compatible with humankind are only common in remote areas of this sort. The stars and systems of the central hub of the galaxy are much closer together, and would thus seem to have a greater chance of interaction between different life forms (and a corresponding greater theoretical chance of housing a galactic network or empire). However, the amount of hazardous radiation and incidence of stellar collisions are also correspondingly higher for those in the hub. It is much safer, albeit much quieter and lonelier, out in the sparsely settled backwaters of the galactic mass.

* One light-year (LY) is 5,875,000,000,000 miles.

The Astral Plane

The great gulf between the Inner and Outer planes of existence is the Astral Plane. It is the only known infinite plane outside of the Inner Planes.

Like most other planes, the Astral Plane is a pentaspace (five-dimensional volume). However, the Astral Plane has a unique effect on all beings who enter it. It shifts their perspective by one dimension but not their physical reality, producing several unusual effects.

Within the Astral Plane, a mortal perceives the second, third, and fourth dimensions, and lacks the ability to see the first. (The Nightmare creatures are just the opposite, lacking the ability to see the fifth dimension.) A human sees himself as a flat, two-dimensional thing, unable to sec one of his natural dimensions. Since Immortals are four-dimensional beings, mortals who encounter them on the Astral Plane see them as solid, three-dimensional creatures. It is thus easy to tell whether a creature encountered on the Astral Plane is mortal or Immortal; the difference is immediately visible.

The change in dimensional perspective causes all things on the Astral Plane to appear outlined in a sparkling, shimmering substance. No such substance actually exists; the effect is merely illusory, a matter of perception.

Effect on Magic

Material objects taken to the Astral Plane undergo the same shift, and some characteristics are changed. Magic items are especially affected. The magical strength of any enchanted item is reduced by one; for example, a *sword + 4* is treated as a sword *+3* in all respects while on the Astral Plane. Any item of + 1 enchantment is effectively non-magical. The magic is still there, not *dispelled or* suppressed, but has no effect.

Other magic items and spells of mortal origin may produce effects different from their standard forms, all of which can be logically deduced by the shift in dimensional perspective. In all cases, the "missing dimension" alters the effect so that it appears parallel to the two-dimensional spellcaster. For example, a *fire ball* spell cast by a mortal adventurer would create a perfectly thin disc-like explosion, similar to the blade of a circular saw. Potential victims might not be damaged even when very near the center of the explosion. A spell caster may practice spells while on the Astral Plane, and may learn to rotate the effect after 3 to 6 uses. With the previous *fire ball,* for example, the two-dimensional effect would initially be parallel to the two-dimensional caster, but the caster could thereafter cause the explosion to occur in any non-parallel direction.

Though the *fireball* actually exists in three dimensions, even mortals may be able to save to take no damage because they can see the direction in the fourth dimension that they must move to evade the spell.

For an area effect, this dimensional change also changes the result of the saving throw. If the saving throw is successful, the victim takes no damage at all, having avoided the effect entirely.

For all aspects of melee, both physical and magical, normal unmodified Hit and damage rolls apply.

Immortals, who perceive four dimensions, can see the fifth dimension but cannot see the "missing" first dimension. (Again, the reverse applies to Immortal Nightmare creatures, but the end result is the same.) Magical effects of Immortal origin are three-dimensional, existing in the second, third, and fourth dimensions. Any magical effect of Immortal origin appears in normal, unmodified form; for example, an Immortal's f*ire ball would* explode in a full normal three-dimensional way.

On the Astral Plane, a -5 penalty applies to all mortal saving throws vs. magical effects of Immortal origin.

Finally, all magical aids to movement suffer modification, as described in the following section.

Movement

Normal movement within the Astral Plane (such as walking) is only possible when some surface is present. The usual means of travel is flight. Gravity is only present when some solid is nearby, and only has minor effect (similar to the relationship between Prime-Plane gravity and the nearby Ether, as described in the D&D *Companion Set).*

One quite noteworthy alteration in magical travel occurs on the Astral Plane. All magical travel loses, in effect, one dimension of its capacity.

A *teleport or dimension* door effect opens a pathway across the fourth dimension, allowing the user to bypass the first three dimensions and apparently cross any amount of space in very little time. However, this has little effect while the user is on the Astral Plane, as that dimension is now one of the three "normal" ones. A new spell effect, *astral teleport,* a variation of the *teleport* spell may be learned if the opportunity arises, but this is an entirely new spell. On the Astral Plane, it has the same effect described for the normal *teleport* spell (with the same PP cost if used by an Immortal).

On the Astral Plane, a standard *teleport* effect (including *teleport object)* merely allows three-dimensional flight, as the *fly* spell description. A *dimension door* effect also enables flight, but at half the speed given. A magical *fly* effect only enables *levitation* (slow two-dimensional movement), and a *levitate* is useless.

Within the Astral Plane, no signposts point the way to the Outer or Inner Planes. An inexperienced traveler may easily become utterly lost. A *wish* or other magical navigational aid can become critically important in this environment.

A *wish* can also be used to change dimensional perspective, either back toward normal or further by one increment. Magical aids to vision have no effect, since the problem is not one of sight but rather of dimensional orientation, a different matter entirely. With normal dimensional perspective, all magical movement aids function normally.

Contents

Similar to the Prime, the Astral Plane contains vast reaches of nearly empty space. All five Spheres and all four elements are represented. Planets, stars, and other typical huge objects can be found. However, these may seem to be either flat surfaces or full three-dimensional objects, depending on their true dimensional position. A planet similar to the PC homeworld, with one of its three dimensions apparently missing, would appear as a flat surface of large size. The rarer four-dimensional solids would appear three-dimensional in the Astral Plane (just as do Immortal creatures).

Other planes may also be found "in" the Astral Plane. Many of the Outer Planes are bubble-like and completely isolated, surrounded by the Astral. Planar boundaries are described in later sections (the Astral-Ethereal Boundary, and Other Planar Boundaries).

Creatures

The Astral Plane is the native plane of a few odd creatures, but most of the beings encountered therein are transient visitors. Because of its prominent location among the planes of existence, the Astral Plane is commonly used by many types of creatures, both mortal and Immortal.

The only creatures described in this set as very common in the Astral Plane are nippers and astral proteans. But this does not mean that these are the only ones present. You should create new creatures as desired, or as needed. The Astral Plane offers the ultimate freedom of design, because of its unusual characteristics and infinite expanse.

For random encounters in the Astral plane, use the following chart. The percentages given apply only if you design no new creatures. The chart has extra spaces wherein you may insert the creatures you add, and an extra column for you to revise percentages.

Check for random encounters three times during any trip through the Astral Plane —once shortly after the plane is entered, once at the midpoint of the journey, and once near the end of the trip. Check also when the character or party moves near to or travels upon any large solid within the plane.

To check randomly, roll 1d6; an encounter occurs if the result is a 1. Roll 1d% to determine the exact creature encountered. The DM may select a result instead of using a random roll.

In the following chart, "Ref" lists the book and page reference for a full description of the creature. Be sure to review the notes given after the chart, which offer more details on the creature(s) encountered.

Random Encounters

d%	Your d%	Creature encountered	Number appearing	Ref
01-03	_____	Adaptors	3-18	M24
04-05	_____	Adventurers, diaboli	4-9	I37
06-19	_____	Adventurers, human	4-9	All
20	_____	**Archons**	2-4	**M40**
21	_____	**Blackball**	1-2	**M40,I50**
22-23	_____	**Brain Collector**	1-2	**X2**
24-28	_____	Demon (lesser)	1-4	I29
29	_____	Demon ruler	1	I33
30-31	_____	Djinni, Greater	1	M39
32	_____	**Draeden**	1	**I38**
33	_____	**Dragon, brown**	1-4	**M27**
34	_____	**Dragon, gold**	1-4	**C29**
35	_____	Dragon, red	1-4	C29
36	_____	Dragon, ruby	1-4	M27
37	_____	Dragon ruler (any)	1	M28,I39
38-39	_____	**Efreeti, Greater**	1	**C39**
40-41	_____	**Elemaster**	1	**I40**
42-45	_____	**Flickers**	2-8	**I40**
46	_____	Hag, Black	1-2	M31
47	_____	Hydrax, Immortal	1-2	C41,I
48-55	_____	Immortal NPC	1-6	I
56-57	_____	**Jumpers**	2-8	**I42**
58	_____	**Kryst, Immortal**	1-2	**C42,I**
59-61	_____	**Lich**	1-2	**M33**
62	_____	Malfera	2-5	C34
63	_____	Nightcrawler	1-2	M36
64	_____	Nightwalker	1-2	M36
65	_____	**Nightwing**	1-2	**M36**
66-72	_____	**Nippers**	3-60	**I44**
73-75	_____	**Notions**	2-8	**I44**
76-82	_____	Protean, Astral	1	I46
83-84	_____	Repeater	1-2	I47
85-87	_____	Soo	2-5	I48
88	_____	**Spectral Hounds**	3-6	**C36**
89-90	_____	**Spiders, Planar**	5-16	**M41**
91	_____	**Spirits, Druj**	2-5	**C37**
92	_____	Spirit, Odic	1-2	C37
93	_____	Spirit, Revenant	1-2	C37
94	_____	Titan (any Sphere)	1-2	I48
95-96	_____	**Tonals**	2-32	**I49**
97-98	_____	**Undine, Immortal**	1-2	**C42**
99-00	_____	**Vampires**	3-6	**X57**

Your additional creatures:

d%	Your d%	Creature encountered	Number appearing	Ref

Notes

All encounters: Check the book reference before using the creature in a game. Most require pre-planning and have a wide range of abilities.

Immortals: If Immortal beings capable of level and rank progression are encountered, you may select the rank of each, or may randomly determine it by rolling 1d% :

d%	Rank
01-50	Temporal
51-75	Celestial
76-90	Empyreal
91-99	Eternal
00	Hierarch

Adaptors: The home of these beings, though not the place of origin of the race as a whole, is one of the planets within the Astral Plane. This is either a group of explorers or a guard patrol. They are not novices, not lost, and not easily surprised. They carry exceptional equipment, often technological, and are familiar with most of the creatures encountered in this plane.

Adventurers: Whether human (including demi-humans) or diaboli, this is a well-rounded group of high-level characters with appropriate equipment. They are extremely cautious, may be trigger-happy, and may (20% chance) be lost.

Archons: These creatures are either a rescue party, sent to aid some beings known to be lost in the Astral Plane, or are en route to or from the Prime Plane on a special mission. They are the personal agents of the Hierarch of Energy, who will not look kindly on any interference by other Immortals. The archons probably (80%) have exceptional magic items to aid them in their journey.

Blackball: This thing may be wandering randomly (80%), or may (20%) be tracking some other creature deliberately. If the latter, the intended victim may be one of the PC party.

Brain Collector (Neh-Thalggu): See the D&D® *Master Set* (page 42) for a summary of creature statistics. These odd beings are Nightmare creatures (q.v.), but are native to the Ethereal Plane. Neh-Thalggu found on the Astral Plane are far more powerful than those described, as they may have collected 1-4 brains from Immortals and have thereby gained Power and extra magic use. Furthermore, the brains may still contain the trapped life forces of Immortals, relatively unharmed but unable to free themselves from this living prison.

Demon (any lesser): These are en route to or from any plane of existence, but always have a specific purpose. If on their way to a job, they will try to evade anyone they encounter. After you find the number appearing, roll d% separately for each to determine the type. Mixed types often travel together for a time before separating to go to their respective tasks.

Type	d%
Screaming	01-38
Croaking	39-65
Howling	66-82
Groaning	83-91
Hissing	92-96
Roaring	97-99
Whispering	00

Demon ruler: This may be Orcus (60%) or Demogorgon (40%), but either is accompanied by 2-8 lesser but powerful demons of mixed types, plus 1-4 groups of special followers (see page 35).

Djinni, Greater: This pasha is accompanied by 3-18 normal djinn. The group is on their way to or from an Outer Plane of the Sphere of Thought.

Draeden: This huge being will probably (80%) ignore anything it encounters, unless provoked.

Dragon (any normal): Only large or huge dragons are found on the Astral Plane, and only those using spells or special magic items which protect and guide them. If heading toward the Inner Planes, they are newly constituted ones from the Home Plane of a dragon ruler, about to begin service. If otherwise, they may be wandering and/or lost, or may be heading for the Outer Plane of their ruler.

Dragon Ruler: Any ruler traveling outside the Home Plane is accompanied by 2-5 huge powerful dragon aides. The group is heading to or from a specific mission of some sort, which could be on any plane of existence, including the Astral. The group may (50%) be accompanied by 2-12 dragon spirits, utterly invisible without powerful magical aid (such as *truesight)* but able to assume material form if needed.

Efreeti, Greater: This amir is accompanied by 3-18 normal efreet. The group is bound for or returning from an Outer Plane of the Sphere of Energy.

Elemaster: Any one of the four may be encountered, and almost always alone. The elemasters usually travel in tiny form while on the Astral Plane. The creature is probably (80%) en route to or from the Outer Home Plane of the Hierarch of the appropriate Sphere.

Flickers: These carefree creatures are probably lost, but they don't care. They are simply wandering or exploring, and will not be hostile unless attacked first.

Hag, Black: This malevolent creature is probably en route to or from an Outer Plane of Entropy, for a specific reason. It (or they) may have magic items or exceptional spell use (greater than that given in the monster description), and may (30%) be accompanying a lich.

Hydrax, Immortal: This creature is evil but not stupid. It probably has a specific purpose for being in the Astral Plane, and if so, will avoid anyone encountered. It is probably (90%) of the Sphere of Time, with appropriate powers. Select or randomly determine its rank, but reroll any result of 91 or more.

Immortal (any Sphere): Select or randomly determine one of the four PC Spheres (excluding Entropy), and one rank. All the Immortals encountered will be of the same Sphere and rank (though of any level within that rank). They are probably simply explorers, but may be en route to or from a mission. They will not be hostile unless attacked first.

Jumpers: These creatures usually avoid encounters with Immortals unless they are seeking employment or extremely hungry. They will attack nearly any mortal they recognize as such.

Kryst, Immortal: This being is probably (90%) of the Sphere of Matter, with appropriate powers. It is also probably good, and friendly as well. Select or randomly determine the creature's rank, but reroll any result of 91 or more.

Lich: This creature or pair may (80%) be en route to or from an Outer Plane of Entropy, or are otherwise simply wandering in search of victims (preferably mortal). Each carries 2-5 useful powerful magical items, 3-8 useful lesser magical items, and has cast 0-19 (1d20-1) spells in previous encounters. If one lich is encountered, it may (70%) be alone, or otherwise has a black hag (q.v.) for a companion.

Malfera: These Nightmare creatures are actually native to the Prime Plane, and are probably (80%) lost in the Astral. They are exceptional specimens, able to cast spells as magic-users of levels 9 to 28. Though of horrid appearance, the malfera will probably not be hostile, seeking only to return to its native plane and/or dimension.

Nightshade (Nightcrawler, Nightwalker, or Nightwing): This powerful but mortal minion of the Sphere of Entropy is heading to or from an Outer Plane of its Sphere. Its approximate location is known to at least one demon, who will know if its servant is attacked and who may (50%) come or send others to assist. If two nightshades are encountered, they are bound for different destinations, merely traveling together for safety.

Nippers: This horde of tiny centipede-like creatures will attack anything. They are extremely dangerous.

Notions: This group will consist primarily of outlandish, bizarre, or extreme notions. They are not hostile, but may be lost.

Protean, Astral: This predictable and slow, but dangerous, life form is usually attacked on sight by Immortals. Proteans are the scourge of the Astral Plane. Determine Hit Dice randomly (d% x 10) and note that A-M is 1 % per HD.

Repeater: This creature is a scavenger, and will probably (80%) attack anything it encounters. It is just as likely to not pursue mortal victims if they flee quickly.

Soo: If soo are encountered, some form of water (ice, liquid, or clouds) is 90% likely to be nearby on some Astral Planet. The soo normally avoid confrontation, but are notorious liars and thieves.

Spectral Hounds: In the Astral Plane, these creatures are up to five times normal (up to 25 HD) and take automatic minimum damage from all mortal attack forms (similar to demons). They are en route either to or from the Barrier.

Spiders, Planar: Since they can shift between planes and dimensions at will, these merchants are usually friendly and will seek to trade valuables and/or information. They are never lost, and can offer directions to those who are—for a price, of course. A group of spiders always includes one cleric and one magic-user of maximum (9th) level when encountered on the Astral Plane. If attacked, the entire group will shift to another plane, and will continue shifting through 2-5 more planes and/or dimensions as a precaution.

Spirit (any of 3): These malevolent creatures (not to be confused with the general term meaning life essence) are definitely lost, having wandered into the Astral Plane by accident. They will attack anyone they encounter, except superior beings of Entropy.

Titan: Select or randomly determine a Sphere for the titan to serve, ignoring Entropy. The titan encountered has a specific mission, and may contact his or her patron Immortal at any time, by telepathic means. The titan's attitude may be friendly or neutral, but will never be overtly hostile. Titans encountered on the Astral Plane always retreat if attacked, since their assigned tasks have priority, but they may later seek out their attackers (often with allies) to settle unfinished business.

Tonals: The number appearing varies by the type(s) of tonals encountered, as per the creature description. Breves are never encountered alone, always accompanied by one or more other types. The tonals are probably (80%) of the wild, evil variety (atonals). Otherwise they are Lawful and friendly. Any tonal may have a purpose or simply be wandering.

Undine, Immortal: This being is probably (90%) of the Sphere of Time, with appropriate powers. It is Chaotic but always good. Select or randomly determine the creature's rank, but reroll any result of 91 or more.

Vampires: The group encountered is always of maximum size (9 HD). They are all spell users, either clerics or magic-users, and may be of any level, though usually from 25th to 36th (1d12+24). They are probably (80%) not lost, and are always in search of victims. They may sometimes (10%) be pawns of a more powerful undead, which need not be nearby but is certainly somewhere on the Astral Plane.

The Outer Planes

Because of the extremely wide variety of life forms found in the many planes of existence, and the infinite number of Outer Planes, descriptions cannot be given for each.

Home Planes of Immortals all have certain common characteristics, starting with those given in the Players' Book. However, those notes apply only to a starting plane. Immortals of Celestial and higher status have planes which are larger and more developed than the starting details given. Most of the Outer Planes are larger than that starting size, though some may be smaller.

Dimensions

Most (95%) of the Outer Planes are five-dimensional spaces, but not all. Some are four-dimensional, and a few have only three or fewer dimensions. Dimensional spaces vary in the proportions listed on Table 10. You may want to develop weird adventures by sending player characters to an odd dimensional plane.

Of every billion Outer Planes, there are 950 million pentaspaces, 47.5 million tetraspaces, 2,375,000 trispaces, 11,875 dispaces,

and 6,250 monospaces. This last type is often completely undetectable from the Astral Plane, and has only been discovered with great difficulty.

A monospace (one-dimensional plane of existence) is simply a line. Peculiar life forms are only found in 1 % of the known monoplanes.

A dispace (two-dimensional plane of existence) is a perfectly flat surface. Life forms have been found in about 10% of such spaces.

A trispace (three-dimensional plane of existence) is easily understood, as this is the apparent size of all planes to the mortal perspective. Life forms have been found in 90% of the known planes of this type. Humans and most other mortal beings can enter and function within tridimensional space, but Immortals can do so only with difficulty, as they must compress their size (from four to three dimensions) to do so.

A tetraspace (four-dimensional plane of existence) is easily visualized by Immortals, since they are four-dimensional beings. Life forms are found in over 99% of the planes of this type. All known life forms can function easily within such spaces.

A pentaspace (five-dimensional plane of existence), the most common type by far, is hard for Immortals to visualize fully, and the task is impossible for mortals. Life forms are believed to exist in three-dimensional portions of all planes of this type, and any form may be found. The three infinite planes are pentaspaces.

It is hypothesized that many pentaspaces actually possess other dimensions than the known five. But since these dimensions cannot be traveled in or perceived, they are grouped with true pentaspaces.

There are no known hexaspaces (six-dimensional planes of existence) because of the existence of the Dimensional Vortex.

Size

All of the dimensions within a single plane of existence are equal. The standard size of every Immortal's starting Home Plane is about 5 trillion miles. Outer planes of various sizes have been found. Their possible and average sizes vary by the number of dimensions present. Immortal terms for describing these various sizes of planes, are listed on Table 11.

To randomly determine the size of the dimensions within a plane, refer to Table 12. Roll d% and find the result in the column that gives the number of dimensions present.

Table 13 may be used to determine the number of stars and planetary systems that exist in each outer plane. With this information in hand, an Immortal player character may begin to develop or explore the vastness of a plane. The size of a plane is used to determine the power cost to make changes to the natural laws of a plane as described in *Home System* (page 5).

The terms for the number and size of the dimensions of a plane found on the following tables may be used together. For example, a bounded region of maximum size and dimensions is called a pentaspacial teraplane. Some terms cannot be combined, because of the size limits. For example, the only known attoplanes are monospacial. The phrase "trispacial gigaplane" is similarly self-contradictory.

Table 10: Percentage of Spatial Planes

Dimensions	Percentage of Total Number of Outer Planes
5	95
4	4.75
3	0.2375
2	0.011875
1	0.000625

Table 11: Terms for Sizes of Planes

Size in miles	Size in other units	Immortal Term
0.000005	almost 1/3 in.	Attoplane
0.005	26 1/2 feet	Femtoplane
5.0	26,400 feet	Picoplane
5 thousand	208 + map hexes	Nanoplane
5 million	26.8LS	Microplane
5 billion	71/2 LH	Milliplane
50 billion	741/2LH	Centiplane
500 billion	745 LH	Deciplane
5 trillion	0.85 LY	Standard plane
50 trillion	81/2LY	Dekaplane
500 trillion	85 LY	Hectoplane
5 quadrillion	851 LY	Kiloplane
5 quintillion	851,000LY	Megaplane
5 sextillion	851 mill. LY	Gigaplane
5 septillion	851 bill. LY	Teraplane

1 Mile = 5,280 feet
1 Map hex = 24 miles
1 LS (Light second) - 186,282 miles
1 LH (Light hour) = 670,715,200 miles
1 LY (Light year) = 5,875,000,000,000 miles

Table 12: Random Determination of Planar Size

Plane size	Number of dimensions present 1	2	3	4	5
Attoplane	01-05				
Femtoplane	06-14	01-06			
Picoplane	15-32	07-17	01-08		
Nanoplane	33-68	18-35	09-20	01-10	
Microplane	69-86	36-65	21-37	11-23	01-12
Milliplane	87-95	66-83	38-62	24-39	13-26
Centiplane	96-97	84-87	63-68	40-45	27-30
Deciplane	98-99	88-91	69-74	46-52	31-35
Std. plane	00	92-94	75-79	53-60	36-41
Dekaplane		95-97	80-84	61-67	42-48
Hectoplane		98-99	85-88	68-72	49-54
Kiloplane		00	89-91	73-76	55-59
Megaplane			92-00	77-89	60-74
Gigaplane				90-00	75-88
Teraplane					89-00

Table 13: Contents of Planes

13A: Stars

Roll the same way as for treasure types in mortal games. Check each entry for each plane. Find number only (all 100% chance) for Dekaplanes and larger spaces.

Type of Plane	Star Types: Micro	Dwarf	Standard	Giant
Attoplane	30% 1 special	Nil	Nil	Nil
Femtoplane	60% 1	Nil	Nil	Nil
Picoplane	60% 1-4 30% 1	Nil	Nil	Nil
Nanoplane	80% 2-5 10% 1	Nil	Nil	Nil
Microplane	99% 2-5	60% 1	Nil	Nil
Milliplane	99% 2-9	80% 1	30% 1-4	Nil
Centiplane	99% 2-12	60% 2-5 50% 1	95% 1	10% 1
Deciplane	99% 2-12 80% 2-5	60% 3-6 40% 1-4	10% 2-5 99%	40%. 1 1
Standard plane	99% 2-12 90% 2-5	80% 1-4 50% 1	50% 2-5 70% 1	20% 1-4 70% 1
Dekaplane	ld20 + 2	2d6	3d10	2d8 + 2
Hectoplane	1d100	1d8x10	1d10 x 40	1d4 x 10
Kiloplane or larger*	1d6	1d10 + 4	1d20 + 20	ld8 + 4

* Kiloplane: multiply all results times 100
Megaplane: as kiloplane, times 1,000
Gigaplane: as kiloplane, times 1 million
Teraplane: as kiloplane, times 1 billion

13B: Other Bodies

Number of planets = 3-8 (1d6 + 2) times the number of stars

Number of moons, etc. = 1-10 times the number of planets (includes asteroids, comets, etc.)

Explanations

Special (Attoplane only): A pinpoint star-like object, with a diameter of less than one-thousandth of an inch. Mass 10-1,000 pounds. Temperature less than 1 % of our sun.

Microstar: Condensed dwarf star of low mass common to bounded planes but rare elsewhere. Diameter 2 feet to 20 miles. Mass 3-30 times earth. Temperature range 5% to 100% of our sun.

Dwarf star: Very small and dense star. Diameter 16,000 to 35,000 miles (1d20 + 15 x l,000). Mass 100-400 times earth. Temperature range 120% to 200% of our sun.

Standard star: Typical and most common star type. In modern astronomy, one in the Main Sequence. Diameter 250,000 to 2,500,000 miles (1d10 x 250,000). Mass 100-1,000 times earth. Temperature range 50% to 200% of our sun.

Giant star: Very large but nearly gaseous star. Diameter 10 million to 390 million miles (2d20-l x 10 million). Mass 1,000-10,000 times earth. Temperature range 50% to 100% of our sun.

Other Notes on Dimensions

Dimensions and Magic

For reasons unknown to Immortals, mortals and Immortals who enter a plane with three or fewer dimensions are unable to use magical powers of any sort. Magical items likewise become entirely non-magical in such spaces. Immortals who enter a tetraspace are similarly limited to magical use by standard means (i.e. memorization and casting, rather than simple Power expenditure).

This phenomenon occurs because magic draws power from the dimension(s) that the user cannot perceive. A two-dimensional life form within a trispace might be able to use powers which, from its limited perspective, are the equivalent of magic.

Some magic may even use additional dimensions beyond the fifth, but because of the sixth-dimensional vortex, these dimensions may not be perceived nor traveled to.

Visiting Planes with Fewer Dimensions

Both mortals and Immortals may visit a plane with fewer dimensions than their form by first compressing themselves with a *wish* or other means, in incorporeal form, or by possessing a creature native to the plane. Any other attempt results in failure and the victim must make an Immortal level Constitution check or suffer 1-100 points of damage.

Unfortunately, such journeys often turn out to be one way because of the loss of magic-using abilities. To return, either a permanent *gate* needs to be created ahead of time or someone else must rescue the traveler from a magical plane.

Dimensional Contiguity

For a plane, object, or creature to exist, its dimensions must be numbered in sequence. A typical three-dimensional creature may exist in dimensions 1, 2, and 3 (such as Normal humans), dimensions 3, 4, and 5 (such as Nightmare creatures), or even dimensions 2, 3, and 4 (such as nippers, native to the Astral Plane, which seem to turn into squashed two-dimensional bugs if viewed from Normal or Nightmare perspective when taken to any other plane).

Planes and objects are not limited to three-dimensional existence, though most mortals are three-dimensional creatures. Immortals are four-dimensional, and baaka are five-dimensional. Other strange creatures are known to exist in only one or two dimensions. This same principle also applies to planes of existence, most often observed in the variety of the Outer Planes, and objects of all sorts.

Whatever the number of dimensions of a plane's or object's real existence, the sequence of numbers may not contain a gap. In terms used by the Immortals, the dimensions must be contiguous—not merely adjacent, but adjacent at all points. This invariable law of dimensional contiguity has no known exceptions.

It has further been discovered that interdimensional travel must be contiguous. It is to say that to travel to the fourth dimension, you must first travel through the third or fifth dimension.

Unusual Dimensional Effects

A one-dimensional object or plane has length, but no width (direction) nor depth (volume). If a two-dimensional being is struck by the edge of a one-dimensional object, it may be sliced in half. This effect is the same as described for a weapon with *slicing* ability—the victim must make a successful unmodified saving throw vs. Death Ray or lose half his hit points. However, a being who exists in three or more dimensions is completely unaffected by being struck by a one-dimensional object or plane, and is also unable to affect it by physical means. The creature's two remaining dimensions bind the figure together against the severing force. For example, a normal human adventurer who discovers a monospacial plane or object can reach through it, but cannot grasp it.

An identical effect occurs if an object or plane limited to two-dimensional existence strikes a three-dimensional being, but *only* if an edge is contacted.

Dimensional Aberrations

Some few planes of existence are dimensionally asymmetrical; that is, the dimensions within are not all the same length. As a simple example, imagine a two-dimensional plane which, instead of a perfect square, is the silhouette of an hourglass. A similar effect can occur in some multidimensional planes of existence.

The net effect of such distortion varies. If multiple dimensions compress at the same point, severe visual distortions may appear. Limited or curtailed magical effect and ranges is the most common symptom of dimensional aberration. This is most obvious when magic-using residents of one part of a plane find themselves unable to use magic in another part of the same plane.

All three of the known infinite planes, the Prime, Ethereal, and Astral, contain areas of dimensional aberration. Most of the principal residents of these planes are located well away from the distorted region.

Unfortunately, dimensional aberrations are not static phenomena; they move in waves. Magic-using residents of a plane may be subjected to regular cycles of limited or nonexistent magic, or may suffer a sudden and unexpected removal of magical power. Similarly, an entire technological civilization in the midst of a dimensionally turbulent area may suddenly find itself populated by magic-users when the aberration passes.

Immortals may sometimes erect obstacles to block or reduce the effects of the waves of dimensional distortion.

Many causes produce this type of turbulence, including the very motion of stellar and planetary bodies. A fluctuating mass, like a quasar, is another common disruptive influence, producing an effect sometimes called gravity waves that may distort dimensions.

Most of the planes of existence are free of major disturbances of this type, and many Outer planes have dimensions that are totally stable. But the three most critical planes of existence are affected by these distortions, and dimensional aberration is thus a natural enemy of all Immortals.

Boundaries

All known planes of existence border on other known planes, primarily the Astral and Ethereal Planes. If a plane of existence does not contact one of the other known planes of existence, it may not be reached by any means, magical or power use. The plane has no reference point from which to determine its location, and thus does not exist.

There is one exception, as explained in *Home Planes* in which an Immortal avatar on a plane with no access to other planes may be used as a reference point.

Planar Boundaries

A planar boundary is that region of a plane of existence at which another plane is adjacent to it and may be entered. A plane need not necessarily be contiguous. Two types of planar boundaries can be seen in the Astral Plane—one unique type at the Ethereal Plane, and another type at the edge of each of the Outer Planes.

The Astral-Ethereal Boundary

If the Astral Plane is imagined as an ocean, the Ethereal Plane is the sea bottom. If one travels far enough through the Astral Plane toward the Inner Planes, the Ether eventually

appears. The only way to continue is to either enter the Ether or bypass it by using a magical *gate.* The Prime and Elemental Planes are not adjacent to the Astral Plane. See the D&D *Companion Set,* DMC page 18, for more on the Ethereal Plane. After entering the Ethereal Plane, a traveler may move directly to either the Prime or an Elemental Plane which are overlapped by the ether.

Since the Astral and Ethereal are both planes of infinite size, this boundary is also infinite. The boundary does not block magical sight. From the Astral Plane the boundary appears as dull gray, because the Ether itself is gray. Once found, it is thus unmistakeable. From the Ether, the Astral Plane is visible at a distance, appearing as a shimmering light that grows brighter as approached.

A traveler may cross the Astral-Ethereal boundary from either direction by the usual magical means (such as *plane travel),* but it resists all non-magical attempts. If the boundary is damaged in any way, it automatically seals itself. The substance of the Astral and Ethereal Planes will not mix, nor can a permanent non-magical hole be made in the boundary.

Other Planar Boundaries

From a viewpoint in the Astral Plane, the boundary of any other pentaspace (except the Ethereal, as described above) appears as a silvery surface. This surface may be perfectly smooth or may have edges.

The size of this boundary bears no relation to the size of the plane within it. The boundary only indicates the amount of the plane which is adjacent to the Astral Plane. A pentaspacial teraplane (the maximum sized five-dimensional space) may appear as a tiny ball if it has very few points adjacent to the Astral Plane.

This degree of adjacency may be reduced by an Immortal through permanent Power expenditure, resulting in the shrinking of the planar boundary.

Some Outer Planes are not adjacent to the Astral Plane at all, being adjacent only to another Outer Plane. Such areas are utterly undetectable from the Astral Plane. A few have been discovered by Immortals in the course of exploration. The Home Planes of some Hierarchs and Eternals have been deliberately and successfully hidden in this way, accessible only through one or more other Outer Planes.

The number of apparent dimensions of a planar boundary are determined by the relationship between the dimensions of the plane contained therein and the dimensions perceived by the observer. Every pentaspace appears to a normal Immortal observer as a four-dimensional solid. A tetraspace appears the same if its dimensional orientation is the reverse of normal (i.e. if it contains the 2nd through 5th dimensions), since the dimension it lacks (the 1st) is the same one that the Immortal observer also lacks (while in the Astral Plane). If the tetraspace is the first through fourth dimensions, it appears three-dimensional, since the only common dimensions are the 2nd, 3rd, and 4th.

By similar logic, the boundary of a trispace may appear as a three-dimensional solid (if it contains dimensions 2 through 4, or 3 through 5) or as a two-dimensional flat surface (containing dimensions 1,2, and 3, the first being unseen). A dispace may similarly appear two- or one-dimensional, and the boundary of a monospace (always one-dimensional) can only be seen if its dimension is one that can be observed from the Astral Plane.

All of the above assumes that the observer has a normal dimensional orientation. If multiple observers have different orientations, a single planar boundary may be seen entirely differently by each. For example, suppose that a pair of Immortals, one former human and one former diabolus, are together in the Astral Plane and observe the boundary of a trispace that contains dimensions 1, 2, and 3. The Immortal diabolus would describe it as a three-dimensional solid, since its perspective lacks only the fifth dimension (irrelevant in this case). But the other would perceive the boundary as flat and two-dimensional, seeing only dimensions 2 and 3. The Immortal diabolus could move behind the solid, suddenly vanishing into thin air from the viewpoint of the Immortal human. If the pair were to encounter a monospacial planar boundary existing only in the first dimension, only the Immortal diabolus could detect its existence (normally observable only by Normals)!

Planar boundaries are not observable from within planes of existence except in the case of infinite contiguity, such as the border between the Ethereal and Prime Planes.

Examination of the boundary of an Outer plane with magical aid, such as *detect invisible,* reveals a slight tint to the silvery color. This color reveals the Sphere which is dominant in the plane: pink for Energy, tan for Matter, light blue for Thought, light green for Time, and gray for Entropy. When multiple Spheres are present in perfect balance, a spectrum of colors can be observed. Astral explorers may thus gain forewarning of planar bias without actually entering a plane. If a powerful magical aid (such as *truesight)* is used, some small part of the actual interior of the plane can also be examined, to the range limit of the effect employed.

Dimensional Boundaries

A more perplexing situation arises with the limits of the dimensions within a bounded plane. Although a planar boundary cannot be seen from within a plane of existence, the limit of its dimensions can be reached. To cross a planar boundary from within a plane requires the use of magic or power.

In most cases, a plane contains a few stars and planets surrounded by empty space. From within the plane, the emptiness seems to continue infinitely, despite the boundary limits. Or, if you desire, the answer to a question of "What's beyond the world's edge?" might literally be "Nothing!"

Optical effects aside, the practical effect on those who approach the dimensional boundary is relevant. The result of such actions depends on the number of dimensions within the plane.

Monospace: Stop. There is nowhere else to go except back; the creature is literally at the end of the line.

Dispace: Stretch. The inherent instability of bounded dispacial planes causes an odd result. Magical pressure may be applied to the boundary, and enough pressure will cause one dimension to enlarge, while the other contracts. This may continue until the space becomes very nearly monospacial, but not entirely, at which time the distortion is stopped. Pressure may then be applied to the other boundary, with the effect of re-widening the plane. The total area of the plane always remains constant, and the maximum length possible is given on Table 11.

Trispace: Slip. The creature seems to move, but it is illusory. Slippage occurs that results in no actual distance traveled.

Tetraspace: Skip. Movement is possible, but only along another dimension from that of the original movement. A change of position results, but not in the direction intended.

Pentaspace: Loop. The creature continues moving in the same apparent direction, but is actually moved from one end of the plane to the other. The effect is the same as movement around the interior of a cylinder in a direction parallel to either end.

The Campaign

"All the world's a stage,
And all the men and women merely players;
They have their exits and their entrances,
And one man in his time plays many parts..."

As You Like It, Act 2 Sc 7
William Shakespeare (1564-1616)

Immortal player characters may participate in any type of D&D game. In their normal forms, traveling singly or in groups, they explore and control the Outer Planes. Immortals also assume mortal forms to watch and participate in the development of the Prime Plane.

Games involving Immortals fall into two general categories: those also involving mortal Inner Planar creatures, and those without them. Games of the second type usually take place in the Outer Planes, including the Astral. Those of the first type are most often in the Prime Plane, but may include the Ethereal and four Elemental Planes.

All types of games usually involve Immortal characters from various Spheres. The Hierarchs of the four PC spheres cooperate to a great extent, and may offer specific tasks to player characters. These tasks may be declined, but are usually sought after, since they lead to gains of Power and status. There is no penalty for declining a task.

Games with Immortal characters can be easily run for one, two, or many players. One-on-one games (one player and DM) can be quite enjoyable at this level of play, especially since an Immortal character is able to do so many things alone. A blend of Spheres is helpful in an adventure, but not nearly as critical as a good selection of character classes in a mortal adventuring party.

Corrigenda

In the D&D *Master Set,* some of the details given about Immortals (MDM pages 13-15) were incorrect and/or oversimplified because of limits on space.

Page 13

Column 1, Paragraph 5

The Prime Plane holds special interest for Immortals because of its central location in the multiverse, but the Prime does not actually border all the other planes. Indeed, the reason the Immortals and many other beings dwell so far removed from the Prime Plane, among the Outermost Planes of Existence, is that their presence within of near the Prime can upset its perfect balance.

The Prime is perfectly equidistant from all other planes—a position unique in the multiverse. This perfect balance produces unusual effects not matched elsewhere. The facets of life in the typical campaign world may be reproduced elsewhere in part, but only on the Prime Plane do sentient humanoids occupy and manipulate an environment composed of all four elements in equal balance along with the powers of all five Spheres.

Paragraph 6

Immortals do not pass through the Prime, but rather visit it with regularity. Once, in the distant past, Immortals lived in the Prime and directly influenced the progress of man. They later wisely departed, simply to preserve the unique environment, for this is the only Plane of Existence from which new Immortals dependably arise.

Column 2, Paragraph 4

The actions of every Immortal, whatever his or her Sphere, always serve the greater goals of all the Immortals. No action that would endanger the Prime is ever taken by any Immortal, including one of Entropy.

Paragraph 6

These notes on material forms are greatly oversimplified, since the topic is rather complex. See the Players' book for detailed notes on the creation of material forms.

Whenever an Immortal's form is slain on the Prime Plane, the character should try to arrange for its utter destruction. At best, the form would leave clues about the existence and activities of Immortals, and powerful mortals could seriously interfere with Immortal plans if sufficiently aroused.

Paragraph 7

The number of days given is an approximate average, and includes normal travel time to the Home Plane. While time may not pass on that plane as it does in the Prime, the number of equivalent days on the Prime is given in the text. Again, this is not an actual limit, but an average of observed results from past occurrences.

Column 3, Paragraphs 2-6

Many of the notes herein are simply incorrect. Most of the originally planned details were revised in the process of developing this set. All details given in this set supercede the notes in the *Master Set.*

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The various notes on responses may be applied to NPC relations with mortals, but any PC Immortal may respond as desired. These guidelines should nevertheless be considered by the player, to maintain some balance and consistency. For example, mortals may expect some small gift if their actions are exceedingly great, and the Immortal should bring a minor magic item (easily obtained from another location nearby) before meeting with the mortal. Immortal PCs should be similarly strict in their requirements, and may actually be instructed to turn down the mortal, however great the achievement. This may occur when no spaces are available in the Immortal hierarchy, but may also occur for other reasons.

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Column 3, Paragraph 6

An Immortal PC obviously need not retire from play, now that these additional rules are available. As noted in this same paragraph and the next, the PC may easily take a mortal form of any class and level of adventurer.

The Immortal gains 1 PP for each 10,000 XP earned adventuring, not per 40,000. A set bonus award also applies to each such "observer" adventure.

Goals of the Immortals

One overall goal applies to all Immortal activities—the preservation of the Immortals themselves, and of their position of power in the multiverse. All Immortals (including those of Entropy) strive for three lesser goals that contribute to this greater one, and work to further these goals in their own ways. The following goals are listed in order of priority.

Immortals of different Spheres often work together to explore the Outer Planes, but each Immortal wants to further the goals of his own Sphere while doing so. Individuals are also vying for more Power and to rise in the ranks of their Sphere. Immortals of all the Spheres may put aside their differences if a greater task requires it, such as a serious threat to humanity from some force outside of the Immortal hierarchy.

Although these goals are multiversally acknowledged, they do not produce perfect harmony between the Spheres. Quite the contrary; the members of each Sphere constantly strive to further their own goals, often in conflict with the others. This constant striving to strengthen one's Sphere or maintain the balance of the Spheres results in a constant ebb and flow of Power. A wide variety of actions are permitted as long as they do not endanger the Prime Plane of the actual hierarchy of the Immortals.

In addition, each Immortal pursues the personal goal of accumulating power and gaining advancement among the ranks of the Immortals.

Disagreements often arise about the effects of actions. For example, an Immortal of Entropy may conduct a project on the Prime Plane with a destructive objective, and may claim that such actions are necessary to maintain balance. Immortals of other Spheres may either agree, not interfering with destruction, or may act to reduce or prevent the damage. All Immortals agree that all five Spheres are necessary. They only disagree about the balance between them.

Order of Immortals' Goals

1. To maintain the existence and integrity of the Prime Plane and the creatures within it who, through their achievements, replenish the ranks of the Immortals.
2. To assist, protect, and develop the Sphere that one serves and other individuals, mortal or Immortal, who serve the same Sphere.
3. To explore and develop the multiverse.

Existing Identities

To perform an assigned task on the Inner Planes, an Immortal may either assume a new role, pretending to be a traveler, adventurer, or other being whose past is unknown, or may take up the role of a creature that already exists.

The Immortals have prepared for such needs by establishing several pre-existing identities or characters whose form may be used by any Immortal granted permission. The following notes apply specifically to the homeworld of mortal humankind. But similar situations exist in many other areas of the Prime Plane, and in the Ethereal and Elemental Planes as well.

Many creatures around the world, human, demi-human, and monster, are actually Immortals. Some are avatars, but most are Immortals who are responsible to maintain in long-term positions as observers of the Prime Plane and history. The identities of these beings, the various details of their "natural" lives within society, usually belonged to true mortal beings who died. Immortals call these characters *Identities.* When the Immortals decide to create an Identity, they prefer to use a creature who died in some obscure way. They can repair, reanimate, and inhabit the form, or may simply create a new form that appears identical. Another option is to create an imaginary past and insert verifying facts and memories in the proper places and persons, but this is a far more complex task and involves quite a bit of meddling with the Prime itself. Though occasionally necessary, it is avoided.

A single Identity may be used by many different Immortals over a period of time. When one Immortal holds a long-term observer position, he or she may take a break by lending it to another for a special project, who returns it when the task is done. Sometimes Immortals take turns maintaining the Identity for relatively short periods, turning it over to a new Immortal to play every few years or so. In any case, the new Immortal arrives at a selected time, and the present occupant simply turns over the form and all details of that character's history.

If an Immortal needs to use an Identity, the character must first travel to the appropriate location (usually on the Prime Plane). Since magic is the usual mode of travel, the normal procedure is to assume a material form for the journey, and then trade that form for the one being maintained for the Identity. The Immortals involved can easily trade forms again once the task is finished. Each such maneuver requires a temporary expenditure of 50 PP by each Immortal, the usual amount for inhabiting a form.

By using an appropriate Identity, an Immortal may take the form of any character type of any level. This is very helpful when most of the players have mortal characters, and one or two have Immortals but want to play in the same game. In a brief discussion before the game, the DM gives the player a character sheet for an NPC that fits the party's needs—in other words, the details of the Identity. A capsule description of the established personality and his background is also necessary. If handled properly, the other players may not even know that an Immortal is present!

When an Immortal uses an Identity, all the physical characteristics of the prepared form are used, including hit points, Armor Class, and physical ability scores. Special abilities must be either already possessed by the Immortal or magically through Power use. The Immortal knows all the history of the character and cannot be discovered to be a fraud through careful cross-examination. The player may make a few errors, but the character does not. The Immortal can maintain surface thoughts of mortal nature, to satisfy any *ESP* check. An Immortal's alignment must match the Identity's in order for the Immortal to be able to use the form.

If the form is slain while being used, the Immortal is forced into incorporeal form. If a *raise dead* is used, the Immortal may then reinhabit the form (though at the standard 50 PP cost). But any Immortal who destroys an Identity not only loses all experience that would be gained thereby, but may also be punished by the permanent loss of some Power.

Am Immortal using an Identity may, of course, use Immortal abilities when needed. However, this is strongly discouraged; adventurers arc a crafty lot, and may be watching at any time. Powerful mortals who observe suspicious actions may use *wishes* to gain explanations. But they can learn nothing if the Immortal has remained in character at all times. The Immortals who created and maintain the Identity have used *wishes* to maintain the secrets of the Identity. *Wishes* will not reveal the true Immortal nature of the life force inhabiting or maintaining the Identity.

However, if an Identity is observed using Immortal powers, he may be discovered and revealed to the public, ruining the effectiveness of the Identity.

Games With Both Mortals and Immortals

Immortal activities on the Inner Planes are of two distinct types, Observation and Control. An Observer's task is to gather information, avoiding interference. A Controller's task is to cause specific changes through direct (though usually subtle) actions. Both types of activities involve games that include both mortal and Immortal characters.

Observers

In the business of managing the multiverse, the Immortals are concerned with many great and wondrous details. The scope of such concern is wide, and may involve whole galaxies or even entire planes of existence.

However, Immortals do try to keep aware of all facets of existence, down to the smallest scale. Though not all-knowing, Immortals have such great powers that, when applying these powers in organized ways, they can gather information so quickly and in such minute detail that they may seem omniscient from the mortal perspective.

The crucial parts of this network are the Temporals and Celestials. Characters of these ranks spend most of their time on the Inner Planes, gathering information by various means and relaying it to more powerful Immortals, who integrate and analyze it. Characters may be assigned duties of simple scanning, where general information is desired, or studying, when specific information is needed. Characters are free to refuse assignments. Most do not, as it is through such tasks that they gain power and experience.

An Observer's task may be to study a given area, person, race, item, or some other topic, either broad or specific. The Observer is usually required to assume a mortal form for the duration of the task. To make the necessary observations, the assignment may be of any length of time, from a single day to many decades. Pre-existing Identities are commonly used, though other methods are also acceptable as long as they cause absolutely no ill effects on the Prime Plane or its residents.

While either scanning or studying, an Immortal using an Identity must continue to play the role of the identity assumed. This may involve only normal everyday routines, or may require participation in great adventures through wilderness, dungeons, or even other planes of existence. But in any case, the DM and player should both remember that the goal is observation, not interference. The role should be played to reflect this. The character should be a follower or independent, not a leader or otherwise dominant force.

Controllers

Using the information they gain through observers, the Immortals take action to reach their goals. Whenever such actions are best accomplished by a leader of men, or by some other creature that greatly influences the fate of human- or demi-humankind, those in the key positions who influence leaders are called Controllers.

Controllers may be sages, any character class, powerful monsters, relatives dominion rulers, or other influential beings. Identities are almost always used, since a transient or other being without a known history can rarely accomplish a desired task.

Of special note here is the use of monster Identities, which are commonly used when the Immortals wish to present an adventurer or party with a specific and dangerous challenge. This is actually a common practice when dealing with mortals who aspire to Immortality. An Immortal, possibly even the mortal's sponsor, plays the role of a monster to be defeated. If an Identity is not used in this case, the Immortal may only assume the form of his or her original mortal self while on the Prime Plane. Any other inhabited form changes when the Immortal first enters the Prime. Though an Immortal could certainly *shapechange* into any monster desired, the original form reappears when the monster is slain, and this is obviously unacceptable. Although an Immortal could create and animate a monster (and this is indeed done, on occasion), monster Identities, especially dragons, provide a much cheaper and more easily controlled alternative.

Controllers may be very active or may take very little action, depending on the magnitude and nature of the change involved. Immortals always prefer to interfere as little as possible, obtaining maximum results from minimum action. But in every Controller job, a change must be accomplished, and a chance of error exists. If a task is too difficult, the DM may require Intelligence and Wisdom checks, usually modified as easy or of average difficulty, to determine the results of choices.

As an example, consider the following situation presented to the player in a one-on-one game (one player, one DM). The Immortal assumes the Identity of a sage who, at a critical point, must advise a dominion ruler. The advice must eventually lead to the ruler's downfall, but must also seem quite plausible at the time. This could be handled in any of several ways in the game. The player might think of a good tactic based on the current events in the dominion, or the DM might offer several options and allow the player to choose. If the DM uses a Wisdom check to see if the character chooses the proper course of action, the check might be used as the only determining factor, or might be used to provide a second chance if the player chooses the wrong advice.

Ability score checks should not be used very frequently; the adventure should be designed so that the player makes most of the choices. But these checks are convenient tools when the DM needs to resolve some action or choice of which the character is usually capable, but which is too complex or detailed to be enjoyable in play.

Combinations

An Immortal character's first experience with Observing is always carefully Observed by other Immortals. Two or more members of the mortal party will thus be Immortals using Identities. Other creatures and NPCs encountered during the adventure may also be Immortals.

All of the Immortals involved in such trial situations scrupulously maintain their roles, and do not reveal themselves even to each other. A full report of every detail of the adventure will eventually reach the sponsor of the fledgling Immortal being observed. And this report will be used as a basis for power reward and future assignments.

An Immortal's first job as Controller is likewise observed, but usually by Immortals of Empyreal or higher status. All are prepared to take immediate action should severe problems arise. In no case will they take actions that prevent the character from behaving properly, or from having to solve the problems presented himself. They will also allow the character to make mistakes, and watch to see if they are recognized and corrected by the character alone. But if necessary they will use multiple *wishes* to repair the effects of any severe errors. In extreme cases, they may even end the assignment, sending the character back to the Outer Planes and taking control of the Identity involved.

Some exceptionally sensitive situations on the Prime Plane, such as the rise of a large empire or powerful individual, the Immortals may use both Observers and Controllers to guide the situation. The key individuals are usually mortal, but may actually be surrounded by more Immortals (as aides, staff, servants, etc.) than mortals.

XP Awards and Penalties

Experience awards for Observer and Controller jobs are based on the average gain per adventure, as determined by the DM using the Adventure Planning system (described on page 25). Awards are expressed as a percentage of this variable number.

A PC Immortal serving as an Observer earns an award of 1% of the calculated average PP award per adventure (rounded up to the nearest PP) per job successfully completed. The Temporal in the example above would earn 1 PP for a brief adventure with mortals. Long-term Observer jobs are typically of months or years in duration, but are usually held by NPCs only. The XP earned is usually 2%-8% of the average award per month.

Controller jobs are considerably riskier, and thus merit a 10% of the average award in the short term. Long-term controller jobs are similarly worth about 20%-80% of the average award per month of service. Controller positions normally include Observation.

If an Identity is ruined by an Immortal user, the offender gets only half the usual award at best, and may gain no award if his or her negligence caused the loss. A form that is slain and then recovered by raise *dead* or other magical means taken by the mortals does not count as a ruined Identity. Just the opposite; death during adventuring is common enough, especially to high-level adventurers, and is an accepted and reparable part of normal activity.

Failure at either type of job results in a complete loss of all normal PP awards. It may also incur a penalty equal to a loss of Power up to five times the award that would otherwise have been earned, based on the degree of failure. For example, if the Temporal mentioned above were to try a Controller job of running an empire for two months, but managed to not only damage the empire but also reveal his Immortal status in the process, the Identity is ruined, and many *wishes* (at the very least) would be needed to restore the empire and/or remove all memory of the events from the mortals affected. The unfortunate character would not gain the 88 PP that would have been awarded for success, and may be penalized as much as 440 PP. Such tasks are obviously not for Novices.

Bonuses can also be given. If a PC performs exceptionally well, the standard award may be doubled or tripled. Actions that promote one's Sphere without interfering with the primary objective also merit bonuses. Bonuses are only awarded by Eternals or Hierarchs, and only in a private session on the superior Immortal's Home Plane.

Standard XP awards for adventures also apply, cumulative with the Immortal awards. For example, if an Immortal PC using an adventurer Identity were to gain 30,000 gp as the share of the treasure gained in an adventure, the character would earn 3 PP extra (1 per 10,000 XP). The cash and/or magic items must be left with the Identity, to maintain its continuity, but the character gets the experience points.

Projects

Immortals usually conduct various projects for their own benefit. "Project" is a general term that applies to any sort of organized ongoing activity, some business which continues while the Immortal performs many other tasks elsewhere. The maximum number of projects that may be undertaken at one time is determined by an Immortal's Intelligence score. If an Immortal personally supervises a project continuously using an avatar, the Immortal may acquire mortal allies to help with the project. The maximum number of retainers is determined by each character's Charisma score. If an avatar is not used, allies may still be gained, but will act very independently interpreting the goal for themselves and developing their own strategies to reach it. Projects begun and left to unsupervised development may go astray, and may require repairs when the Immortal returns to check on them.

Typical projects include sponsoring a mortal on the route to Immortality (watching over him, placing challenges in his path, etc.), accepting a long-term Observer or Controller position, and developing an area on one planet of the Home Plane.

In some circumstances, Immortal projects may be handled by the same game mechanics used for strongholds and Dominions (D&D *Companion Set*, DMC pages 3-11). Use the *War Machine* Mass Combat System (DMC pages 12-17) as needed for large battles, or use the BATTLESYSTEM™ Supplement (a separate product) to play such battles in detail. Within one's Home Plane, an Immortal may freely and openly act as a king or emperor.

Some modifications to the Dominion rules may apply, and the DM should logically and reasonably modify details as needed. For example, weather effects are easily countered by Immortal power. The Confidence Level is quite high (since it includes the ruler's ability scores, which are now quite large), and uprisings are very unlikely. Revolts are nevertheless possible if a dominion is neglected. Income from a dominion has normal effects on XP gains (converted, of course, to PP for the Immortal ruler).

Games for Immortals Only

Exploration

Both mortals and Immortals often explore the Prime and Outer Planes, but rarely together. Although these new locations are different and challenging to both players and their characters, the theme and activities are familiar, in a way. Explorations have probably been the most common type of adventures for mortal characters, and exploring with Immortals can be a reassuring feeling for players faced with the gamut of new situations presented in this set.

Explorations are common in the Prime, Ethereal, Astral, and Outer Planes. No exploration of the Elemental Planes is needed, since those bounded planes hold few secrets. They are entirely known and controlled by their respective Elemasters and elemental rulers.

As in mortal games, explorations are simply journeys into the unknown. The area involved may be totally new, or may have been previously explored to a minor extent. However, Immortals are eager to explore new areas, and only reexamine an area if it presents a problem or puzzling situation of some sort.

Investigation

Another type of game common to both mortal and Immortal play is the investigation. Characters are asked to find more information about a specific situation, and usually to solve any problem presented thereby.

Many of the scenarios presented in the D&D *Basic Set* are again applicable, but on a much grander scale. Others are certainly possible, but consider just these few, from an Immortal point of view.

1. Investigate an Enemy Outpost

Beings hostile to the Immortals themselves could threaten the hierarchy, and may have an outpost hidden in the Astral or some Outer Plane. Beings hostile to the human race, possibly from a distant galaxy, could begin to encroach on the home system.

2. Recover Ruins

Ancient remains, possibly of the Old Ones but definitely predating the Immortals, could be discovered anywhere. A newly explored Outer Plane might require development and cleansing before use by the Immortals.

3. Destroy an Ancient Evil

Similar to the situation of an enemy outpost, this could involve a single creature or small group. It may simply be a project of one or more Immortals of Entropy.

4. Fulfill a Quest

One or more Immortal PCs may be required to recover a valuable object or person, or perform some other service for a higher level Immortal.

5. Escape from Enemies

Immortals are very difficult creatures to trap, but it is possible. At the start of the game, some item or creature (such as a brain collector) may have already captured the PCs, and they must find a way to escape.

6. Rescue Prisoners

Important mortals may be imprisoned in a way that defeats all mortal attempts at rescue. The Immortals may decide to get involved. Immortals may be trapped without means of escape (see 5.), and may require rescue. Characters may be asked to find an Immortal who was lost in the Dimensional Vortex.

7. Find a Lost Race

In the course of general exploration, the characters may find a new race of creatures. This type of game can be very challenging, as PCs must learn about the new race and decide how to handle them. Are they a potential threat? Should they be ignored or destroyed? Or are they potential Immortals, to be protected at all costs?

Immortal Justice

Immortals have ample incentive for hard work and loyal service. Gains in Power carry benefits of various sorts, including prestige. But some Immortals are less suited to the regimented hierarchy than others, and some bear petty resentments and unruly tendencies, usually carried over from mortal life. Some few have even maliciously turned on their own kind, though this is extremely rare.

During the Initiate period, each fledgling Immortal is taught the goals and basic rights of all Immortals. Actions contrary to the letter or spirit of the primary goals of the Immortals are always punished. Other actions are rarely punished. Any two or more Immortals who have a grievance may request, and will automatically receive, a hearing to decide their case by a superior Immortal. An Immortal may choose to change allegiance to a different Sphere, but at severe cost. The Immortal is reduced to Novice Temporal status, and must begin anew with 500 PP, 50% A-M, and a new Home Plane.

The sole judge of all Immortals of a Sphere is the Hierarch of that Sphere. When an Immortal is accused of some misdeed, he or she is summoned to the Hierarch's Home Plane, as are the accusers and superiors of the accused. When two or more Immortals seek a judgment on their difference of opinion, they must go to the Hierarch and present their cases.

If an Immortal accused of misdeeds refuses to attend the hearing, any number of Immortals may be sent by the Hierarch to bring in the accused, forcibly if necessary. One request for a delay is automatically granted if made, but incurs an additional penalty unless made for a good reason, in the Hierarch's sole opinion, such as reducing Power Points, stripping away some hit points, or changing the Sphere's bias in relation to the character for purposes of using spell-like effects. The request for a delay must be made directly to the Hierarch, not to an intermediary, but need not be made in person, magical communication being satisfactory.

All the evidence is collected and carefully weighed by the Hierarch. If found necessary, a punishment appropriate to the misdeed is applied, often but not always being the permanent removal of some amount of Power Points. The accused cannot stop or avoid the punishment, and gets no saving throw. Penalties can only be decided on and applied by the Hierarch of the offender's Sphere, and only within the Hierarch's Home Plane.

When Immortals present different opinions to a Hierarch and ask for judgment, they are agreeing in advance to accept and implement the Hierarch's judgment. The Hierarch often decides such cases with a simple "you're right, and you're wrong" approach, but may also order one, both, or all parties to take some action, in the interest of fairness. Though rare, a penalty may also be applied. However, those who ask for penalties often become recipients instead, penalized for their unforgiving or malicious attitudes. When dealing with a Hierarch, it is best to stick to the simple facts *of a* situation, and avoid suggesting solution.

New Magic

Many players and Dungeon Masters have created new magical effects for the game. The framework of the Spheres also suggests many other possibilities. When creating spell-like effects, the DM must decide on the final details, comparing the range, level, and effect to existing spells and modifying as needed to preserve game balance.

Every magical effect is controlled by one of the four Spheres open to player characters. All the magical effects listed in the charts (Reference book) were divided according to the following guidelines. Use these notes to categorize new magical effects of your own design. These guidelines will also provide suggestions for other magical effects you might create.

To assign a base PP cost, a sense of game balance is again required. Generally, a first level spell effect has a 2 PP cost; a ninth level effect, 20 PP. No effect has a base cost of greater than 20 PP, though very minor effects costing 1 PP each are certainly possible. Magic of levels 2-8 is often modified for its relative effect, and compared to similar magic when determining the exact cost.

Be prepared to modify a cost you assign if, in the course of play, the magical effect has less or greater power than you anticipated. New magic which has destructive capacity unlike other existing effects may be added to the magic usable by Immortals of Entropy.

A. Magic of Energy

1. Create Energy in Air

Cause new energy to appear in the air, from no apparent source.

1a. Create Fire

Use in cone, sphere, or rectangular form to attack or obstruct. Useful also in small form.

1b. Create Light

Use in sphere, rectangular, or linear form to illuminate, obstruct, or destroy. Use to reproduce images and communicate.

1c. Create Sound

Use to inform, distract, delay, or destroy. Use with varying form, intensity, and complexity.

2. Create Energy in Matter

Create energy in living or non-living matter as dynamic or static (potential) force.

2a. Create energy within *non-living* matter

Use to improve material tools or, through heat, destroy their utility. Use to enable matter to move other matter to or from another plane of existence or through another dimension.

2b. Create energy within *living* matter

Use to bestow general or specific movement ability to aid in coping with terrain or attacking. Use to bestow the ability to move other matter. Use to restore movement potential and life (level) energy.

1. Energy/ability to move self
2. Energy/ability to move other (creature or object)
3. Restore energy for life or movement

3. Change Energy

Change existing energy in appearance or substance.

Use to modify energy in air or matter. Use to augment destructive energy releases. Use to change light, fire, or sound energy to another form. Use to change class-oriented energy to another form.

4. Defeat Matter

Use to destroy the form and substance of terrain, equipment, and creatures.

5. Aid Paragons

Bestow Ability Score bonuses to deserving mortals.

B. Magic of Matter

1. Create Matter

Cause new living or non-living matter to materialize from no apparent source.

1a. Create *non-living* matter as objects of any type, size, shape, texture, and appearance.

Use to create any material tools and/or supplies (including garments, weapons, food, valuables, and misc. equipment), obstructions, devices, and non-living creatures. Use to create structures and large masses.

1b. Create *living* matter as whole creatures or parts thereof.

Use to recreate or duplicate any existing natural or magical creature, to create a new type of creature, or to aid movement and/or combat abilities which are dependent on new body parts or organs.

2. Change Matter

Cause a change in one or more material characteristics of existing living or non-living matter.

2a. Change *non-living* matter in form, appearance, and/or actual substance.

Use to restore non-living matter to living form. Use to ruin or improve equipment or small terrain features. Use to modify material to occupy either more or less space, or for deception. Use to modify tools and/or supplies to become either more or less functional.

2b. Change *living* matter in form, appearance, and/or actual substance.

Use to change living matter to non-living. Use to add or remove physical abilities which are dependent on form. Use to modify creatures to occupy cither more or less space. Use to repair damage, or as an aid to defense, movement, or physical abilities.

3. Move Matter

Cause matter to move in some (unlimited) direction.

3a. Move any type of matter in any normal direction.

Use to move a creature, object, or terrain feature in place or across any distance except into another dimension or plane of existence. Use to bestow energy for movement upon any non-living object or creature.

3b. Move any type of matter in a trans-dimensional or trans-planar direction.

Use to move a creature, object, or terrain feature in a very small amount of time. Apply to large or small distances, and cither toward or from the user.

4. Defeat Thought

Destroy or prevent the creation and/or spread of Thought in ideas, information, and communication.

Use to destroy sensory organs and/or effects produced by them, defeating their functions. Use to defeat sight or sound, or normal or artificial thought.

5. Aid Polymaths

Bestow Ability Score bonuses on deserving mortals.

C. Magic of Thought

1. Create or Change Air

Create new visible or invisible air. Change the temperature, movement, or composition of existing air.

Use to create poisonous or explosive air, or to create visible air to obstruct vision. Use to change air into matter, and vice versa. Use to change the movements of large air masses. Use to change air into fire or water.

2. Acquire Thought

Expand the scope and/or detail of existing thought by adding other thought.

2a. Acquire thought from Air or Thought.
Use to gain information from the thoughts of oneself or others. Use to learn general and specific characteristics of existing air, and to deduce future ones from them.

2b. Acquire thought from Earth or Matter.
Use to find and interpret changes in matter caused by creatures, including thoughts encoded in matter as writing, tracks, art or other means. Use to find the location of one or more specific types of matter. Use to aid movement through and/or around matter.

2c. Acquire thought from Fire or Energy.
Use to find and/or interpret energy in the forms of visual, magical, or sound effects.

2d. Acquire thought from Water or Time.
Use to learn general and specific characteristics of existing water or time, and to deduce past and future ones from them.

3. Change Thought

Change existing thought in any form.

3a. Change thought in self.
Use to strengthen thought or its defenses, or to modify thought capacity. Use to change thought to reality.

3b. Change thought in other creature.
Use to produce an emotion, urge, or compulsion, to control general behavior. Use to damage (disorganize) or repair (reorganize) thought.

3c. Change thought in *non-living* matter.
Use to modify thought encoded in matter as writing, tracks, art or other methods.

3d. Change thought in Energy.
Use to modify thought (information) in energy of any type. Use to modify veracity or content of communication, or to change visual images.

3e. Move thought.
Use to incapacitate by displacing thoughts. Use to insert life essence (self or other) into living or non-living objects.

4. Defeat Water or Time

4a. Defeat Water.
Use to destroy or block water, or to negate its destructive powers.

4b. Defeat Time.
Use to block or destroy the effects of time attacks, including poison, disease, paralysis, and draining of both life and sight energy.

5. Aid Heroes

Bestow Ability score bonuses upon deserving mortals.

D. Magic of Time

1. Create Water

Cause new water in any form to appear from no apparent source.
Use as ice or fluid to attack or obstruct. Use to change terrain.

2. Move or Change Water

Move existing water in any form in any direction. Change water in any form in any way.
Use to move small or large volumes of ice or water in any normal or unusual direction, and at any speed. Use to change water to ice or the reverse, or to change the taste, weight, or location of water.

3. Create or Change Time

Create or change time or its effects on matter, energy, and thought.
Use in dynasties for strength and health (in strife). Use generally to extend durations of other powers. Use to modify time's rate of passage. Use to create more time when time gains in value.

4. Defeat Energy

Defeat energy of any type and form.

4a. Defeat magical energy in general.
Use to destroy or dampen the effects of magical energy in any form.

4b. Defeat energy in the air in all forms.
Use to destroy light. Use to defend against fire, light, sound, and environment.

4c. Defeat energy in non-living matter.
Use to stop or impede the movement of objects or non-living creatures. Use to stop or destroy movement energy in objects. Use to aid resistance to general entropy.

4d. Defeat energy in living matter.
Use to destroy life energy, to negate or block movement energy, or to negate defenses.

5. Aid Dynasts

Bestow Ability Score bonuses upon deserving mortals.

Home Planes

The myriad details of developing a Home Plane are mostly left to the ingenuity of the players and DMs involved. Once again, however, a few general details may be helpful.

Magical Effects

The effects produced by some magic may be helpful to a character developing areas of his Home Plane. Their obvious disadvantage is their magical nature. Anything magical can be dispelled. Creatures made entirely of magic are sterile, and cannot reproduce except by magical means unless permanent expenditures of power are made.

If desired, the DM may allow some magical effects of greater than instantaneous duration to be created in non-magical form, simply by requiring a permanent PP expenditure instead of a temporary one. This should only be possible by an Immortal on his or her Home Plane. For reasons of game balance, costs may also be increased by a factor of 2, 5, 10, or more.

For example, bestowing a permanent non-magical ability to move silently at 50% probability (Sphere of Energy) upon an existing non-magical creature would require a permanent expenditure of 7 PP, but should not cost more, since this is a relatively insignificant effect. The ability to use another dimension non-magically (such as *dimension door* of the Sphere of Matter) should cost considerably more than the base cost given of 5 *PP*—possibly as much as 50 PP or even 500 PP of permanent expenditure, if the ability can be inherited.

The DM may decide that certain effects are inalterably magical, and cannot be created in a non-magical form. No instantaneous effect can be exactly duplicated by non-magical means, though a similar but less powerful effect is often possible.

Adding Material

Immortals frequently develop their planes by opening *gates* to elemental planes, and drawing raw material from them for later use in construction. Elemental fire becomes a star, and elemental earth becomes an asteroid, moon, or planet. Elemental water and air will disperse unless kept within a gravity trap (i.e. on a sizeable mass of earth).

The *gate* to an elemental plane cannot be opened unless the elemental ruler of the plane or portion of the plane gives its permission. Because of the distance involved between the Outer and Inner Planes, elemental material cannot simply be stolen.

Moving a Plane

The many Outer Planes lie within a frame of reference called the Astral Plane. Their positions may be stable, or the planes may drift in the Astral sea, or they may be deliberately moved to hide their existence or to add to the size of the plane.

If a plane contains an Immortal life force, it is "anchored" in the Astral Plane, and cannot be moved. Infinite planes are also immobile. Any other plane can be moved, and even a Home Plane can be moved if the Immortal departs from it completely, leaving not even an avatar behind.

The cost of moving a plane of existence corresponds to its dimensional size, as given on the following table. The cost is a temporary Power expenditure, not a permanent one. The cost may be shared by several Immortals working simultaneously.

The expenditure of Power imparts a very slow movement rate on the entire plane, relative to the Astral Plane. From the Astral, the rate in feet per hour appears equal to the PP expenditure. The rate does not change once created, but may be increased. The same expenditure is needed to stop the movement.

If a plane in motion collides with another plane, the result depends on the anchoring of that plane. If any Immortal life force is present within the plane that is struck, the plane in motion comes to a stop. Otherwise, the plane struck is pushed ahead by the other, both moving at a proportionately lesser rate varying by the size of the planes involved. No creature can resist the movement of an entire plane, but the impact inflicts no damage.

If a plane in motion stops because of a collision, it instantly and automatically loses one of its dimensions. For example, a tetraspace would suddenly become a trispace. This may have drastic effects on the material and life forms within the plane, all of which are limited by its dimensions. The contents are physically unaffected if they have the same number or fewer dimensions than the new limit, but may otherwise be suddenly compressed. Such a compression never inflicts damage *per se*, but will cause confusion and may cause insanity in intelligent creatures. Magic use is another matter, as it requires one dimension more than those of the creatures using it. A sudden and total plane-wide disappearance of all magical objects and powers is a unique characteristic of planar collision. A lost dimension may be regained by expending permanent PP equal to 10% of the cost to move the plane.

The act of moving a plane invariably causes dimensional aberrations within the plane, but the waves of aberration are transient and may stop by themselves after a period of time. Severe and recurrent aberrations may be stopped by direct action, but this usually requires permanent PP expenditures.

If a plane in motion is stopped exactly adjacent to another plane, the collision is averted, and a non-magical connection can be opened between the two.

Costs of Moving a Plane

Size	Cost in PP
Attoplane	10
Femtoplane	20
Picoplane	40
Nanoplane	80
Microplane	160
Milliplane, Centiplane, or Deciplane	320
Standard plane, Dekaplane, or Hectoplane	640
Kiloplane	1,280
Megaplane	2,560
Gigaplane	5,120
Teraplane	10,240

Major Changes

The Immortal ruler of an Outer Plane may, through permanent PP expenditures, cause major changes to his Home Plane's characteristics. The PP cost of any such change is 10% of the cost given for moving the plane (q.v.), which depends on the size of the dimensions within it. A major change can only be made by the ruler of a plane, not by any other creature. Planes of infinite size cannot be affected, but any Outer Plane that is not a Home Plane for an Immortal also may be affected by any creature who knows how to make the change.

The most common major change involves dimensional travel. An Immortal may prevent the use of *teleport, dimension door*, and similar effects. This is often an effective security device, for invaders unable to *teleport* within a plane may, depending on their point of entry, be unable to attack the Immortal or his projects without first traveling across vast distances, possibly for many years. It has its drawbacks, since everyone (including the Immortal ruler) is affected.

A planar boundary may be locked, and cannot thereafter be passed by the usual magical *plane travel.* It can be unlocked by any Immortal who expends the same amount of Power used to lock it (again a permanent expenditure).

Dimensional aberrations can be introduced to a plane. The cost applies per dimension affected, and only produces a transient wave that automatically vanishes when it reaches the dimensional endpoint of the plane. Players may think of other changes or limits they may wish to apply.

A major change can be reversed or removed at the same permanent PP cost required to create it. Once again, this can only be performed by a Home Plane's Immortal ruler, if any, or if none, by any creature who knows how.

Planar Access

The apparent size of an Outer Plane, when seen from the Astral Plane, corresponds only to its accessibility from the Astral Plane. The actual number of access points is equal to the number of square inches of apparent surface area. In other words, an astral Immortal who wants to enter an Outer Plane must touch the planar boundary. The square inch of area touched corresponds to one specific volume within that plane. If a visitor always touches the same point on the surface, the visitor will always appear in the same approximate location within that plane. The requisite magical aid, *plane travel,* must be used in each case. The sole exception is when two Outer Planes are adjacent and a non-magical opening has been created.

Access points are fixed and evenly spaced if the plane's dimensions are stable. If the plane is affected by dimensional aberrations, the access points may be irregularly spaced, and may change.

An Immortal may change a plane so that it has either more or fewer access points. The visual effect in the Astral Plane is that the silvery sphere of the planar boundary gets larger or smaller. A Home Plane can only be modified in this way by its Immortal ruler. Outer Planes that are not Home Planes can be modified by any Immortal of the Sphere corresponding to the dominant Sphere of the plane.

The cost of decreasing or increasing the size of a planar boundary is 1 PP per square inch added or removed. Each change must be made separately; a large PP expense cannot be made all at once. The time required to add or destroy one square inch of planar boundary is 10 hours. The PP expenditure is permanent.

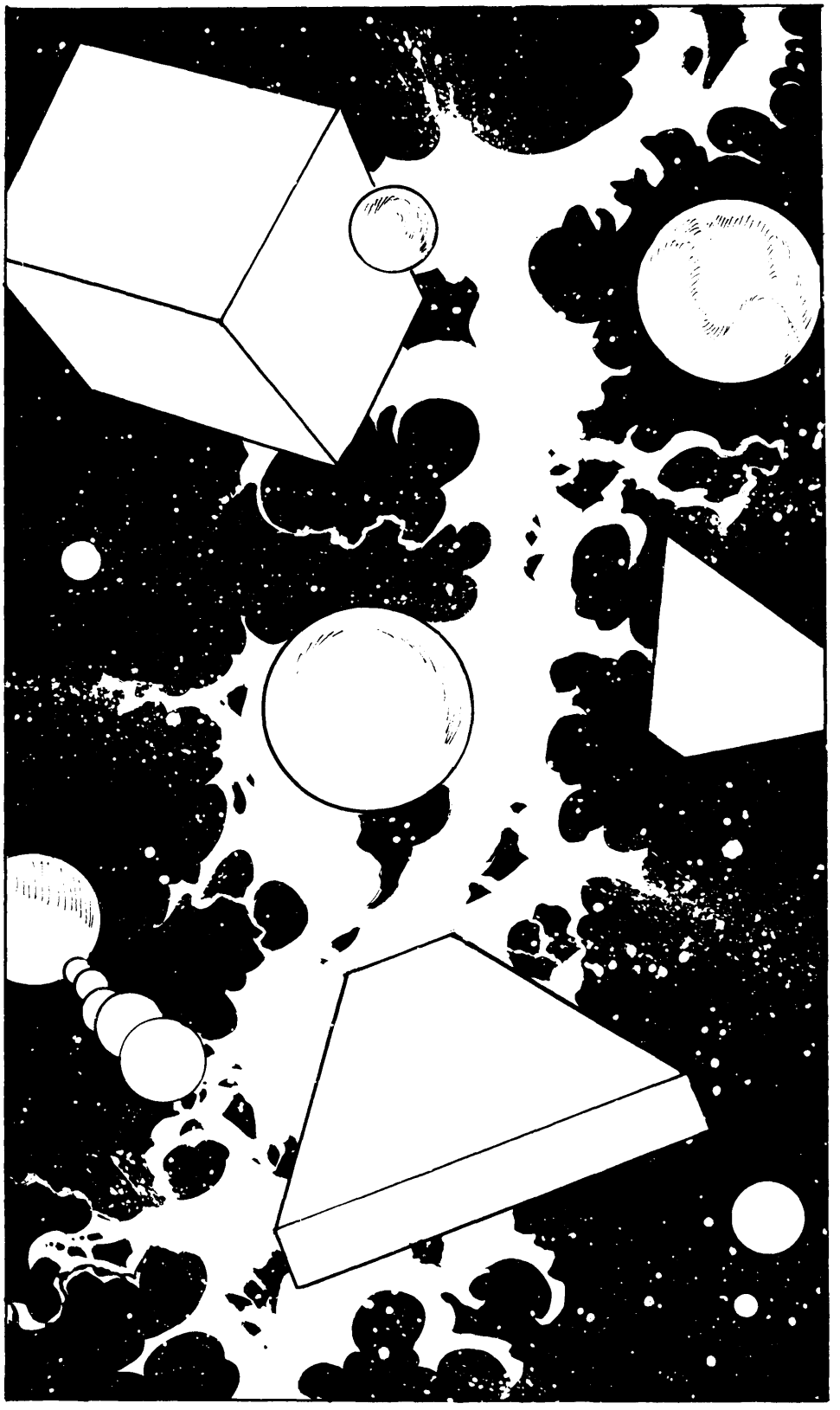
It is certainly possible to decrease the number of Astral access points to zero. Before the last step, the planar boundary appears as a tiny sphere with only 1 square inch of area.

During the final change, it simply shrinks and vanishes. The notable hazard involved is that an Outer Plane with no Astral access is utterly inaccessible from then on, unless some other access has been provided. If the Immortal ruler is within the plane when this occurs, he or she may still increase the access size from zero to one square inch (and possibly more thereafter) when desired. Some Immortals have desired privacy to such an extent that they now reside within such "missing" planes, completely out of contact. An Outer Plane that can only be reached from another Outer Plane and has no point of access from the Astral Plane, cannot be reached via a *gate.*

Most Hierarchs and many other powerful Immortals have limited access to their Home Planes by shrinking the planar boundary. The most common situation is to move the plane to connect it to some other Outer Plane for access, and then to decrease the number of Astral access points to zero. Some few Outer planes can only be reached by way of several other planes, but not by way of the Astral Plane.

This method is also not without hazard. The access points to any Outer Plane must be permanent but magical *gates.* Any magical effect can be dispelled, and if the last remaining access points are destroyed thereby, the plane vanishes, inaccessible. Thus, any Immortal who eliminates Astral access to his or her Home Plane *always* leaves an avatar within the plane, so that whatever happens, his or her life force is within the plane and able to reopen the access. To do otherwise risks the loss of the Home Plane, and total destruction of the Immortal becomes a fairly easy matter of reducing the character to zero PP, hp, and ability scores.

A plane with no Astral access cannot be detected from the Astral Plane by any means, including *truesight, wish,* or otherwise. It is simply not there!



The Sphere of Entropy

The four Spheres available to player characters govern most of existence. The fifth Sphere, Entropy, balances all others. Entropy is the name for all changes during which the total essence of the Spheres decreases. Simply put, everything runs down, breaks, or otherwise ceases to be. That entire process is the domain of the Sphere of Entropy. What the other four Spheres give or create (Matter, Energy, Time, and Thought), Entropy takes away or destroys.

All higher Immortals recognize and fully understand the need for Entropy. Immortals of that Sphere are not really enemies of all others, even though the conflict between them is nearly continuous. The fight is part of the natural process. The balance is often oversimplified by fatalistic phrases, such as "all things must die," or "survival of the fittest." The balance is often mistakenly called Neutrality, and is sometimes confused with the druidic philosophy. To keep the balance of existence, there must be force from both sides—"good" and "evil," if you will—and the forces must remain in conflict to preserve all.

Without Entropy, the positive forces would quickly proliferate to extremes. At some point, conflict and destruction would result, and Entropy would be victorious. The Immortals agree that steady attrition, though often tragic, must continue; for without it, existence would eventually but inevitably suffer cataclysmic and possibly total destruction.

Each Immortal of the Sphere of Entropy has its own Home Plane. Although the hierarchy of that Sphere is a bit different from others, its members have equivalent positions. Despite the restrictions on their abilities, the total force of the Immortals of Entropy exactly balances the sum of all the forces of all four of the other Spheres.

All this is not to say that demons are not evil. Quite the opposite; each is a representative of ultimate Evil, thoroughly despicable in every way. This is by their deliberate choice. By being evil, they fulfill their own purpose. This is the primary reason why player characters cannot enter the Sphere of Entropy. The depths of the Evil in these beings is beyond the capacity for mortal characters and DMs, to even describe. The ways of this Sphere are beyond the imagination of mortal man.

Whatever you imagine, demons are infinitely worse. They are the ultimate opponents, to be fought and, if possible, destroyed as individuals. As a Sphere, they are perhaps the only true Immortals, for Entropy shall continue until the last iota of matter, energy, time, and thought has ceased to be.

Mortal Forms

The servants of Entropy are legion, and are present in nearly every dimension and plane of existence in the D&D game. Those on the Prime are known as the undead.

The mortal servants of Entropy are (in order of power, from least to most): skeleton, zombie, ghoul, wight, wraith, mummy, spectre, vampire, phantom, haunt, spirit, nightshade, and lich. Other forms, very rare and very powerful, are occasionally created by an Immortal for a specific purpose—usually as an undead form of another creature (beholder, gargantua, etc.). Such creatures can be Turned, by mortal clerics, as a "Special."

Immortal Forms

The creature section gives full game statistics for a sampling of these ultimate opponents. All the levels of Immortals of Entropy are not described, for lack of space. If you, as DM, choose to create other opponents, sure that their characteristics are in balance with the examples given. Note the variety of possible forms, the limits on their abilities, and design corresponding details for your creations. Such work is not required for play; the demons given here should be more than adequate to fill the needs for difficult foes in games at the Immortal level.

To adequately balance the other four Spheres, Entropy has twice the normal number of Immortals. For example, the total number of Eternals in a Sphere is 27, so there are 54 Eternals of Entropy. The total numbers are rarely used, but may be relevant if you run an epic battle involving many demons.

Before you place even one demon in a game setting, be sure you understand how to handle the mechanics of its special abilities. A properly run demon should be a challenging opponent even to powerful characters and experienced players. Demons should be as clever and inventive as the best of characters.

Experience Points

The basic XP system is unchanged for mortal opponents, though additions are used when a creature can use Immortal Power. Experience points for defeating Immortal opponents are calculated in a slightly different manner, but use the same Base and Bonus values. The standard XP chart is given on page 25.

For every Hit Die over 21, add 250 points to both the Base value and Bonus value. Use the formulae below for fast calculation when the number of Hit Dice is large.

Base value = (HD x 250) minus 2,750
Bonus value = Base value minus 500

Mortal Opponents

Use the standard rules for determining the number of asterisks or bonus values to add. Add more asterisks for abilities that are comparable to those of the Immortals, as follows.

Ability scores: Add one asterisk for each two ability scores (rounding up) that exceed 20. Add another asterisk for every score that exceeds 50, and still another for each that exceeds 75. Add one more asterisk for every ability score of 100 or more.

Travel effects: If the mortal creature can travel across planes or dimensions, whether by use of Power, magic, or other means, add one asterisk.

Magic via Power: If the mortal can use Power to create a magical effect, add a number of asterisks equal to the equivalent spell level.

Power combat: Add five asterisks if a creature is completely immune to Power attacks. If a mortal can use Power only to Wrap defensively, add one asterisk. If a creature can use a Power attack against an opponent add five or more asterisks, depending on the creature's permanent PP total, as follows.

1- 100 PP	+ 5 asterisks
101- 500 PP	+ 10 asterisks
501-1,000 PP	+ 15 asterisks
1,001 or more PP	+ 20 asterisks

Immortal Opponents

The standard experience point chart is used to calculate the total XP values of Immortal opponents.

Base Value

Find the normal Base value determined by the Hit Dice of the Immortal creature.

If the Immortal is not immune to Power attacks (the most common case), divide the creature's permanent PP total by 10 and round up. Multiply the Base XP value by the result, and make a note of the total.

If the Immortal is completely immune to Power attacks, multiply the Base XP value by 100, and make a note of the result.

If the Immortal's permanent PP total is zero but the creature is not immune to Power attacks, calculate the XP value as if the creature were mortal in all respects.

Bonus Amounts

Standard bonuses (asterisks) are added in three categories, which cover the range of most Immortals. Other special bonuses may also be added for certain Immortal creatures. The three basic categories are Magic, Power combat, and Status.

To find the total Bonus value, add up the number of asterisks and multiply the result by the Bonus value as determined by the creature's Hit Dice.

Magic: If the Immortal can create magical effects by use of Power, find the highest PP expenditure possible for creating a single unmodified effect. This number is 160 for Immortal PCs and most others, or 20 for those restricted to effects of a single Sphere. Divide that number by 10, and round up. Add that number of asterisks for magic use.

Power combat: If the Immortal is immune to Power attacks, add 10 asterisks. Otherwise, add one asterisk for each Power attack mode usable (even if only a defensive Wrap).

Status: This general bonus represents all the benefits of Immortality (A-M and various other resistances, high ability scores, Aura, and so forth). Find the Immortal's status on the following chart, and add the number of asterisks given.

Initiate	6
Temporal	
Novice or L1	7
L2 or L3	8
L4 or L5	9
Celestial	
Novice or L1	10
L2 or L3	11
L4 or L5	12
Empyreal	
Novice or L1	13
L4 or L5	15
Eternal	
Novice or L1	16
L2 or L3	17
L4 or L5	18
Hierarch	
Novice to L4	19
Level 5 (Full)	20

Other Bonuses

Add the following additional bonuses to XP calculations for Immortal creatures with special characteristics. The DM may add others as desired, but the balance and scope of the system should be carefully maintained.

One asterisk is added for each of the following abilities:

Takes only minimum damage from mortal or Immortal blows

Immune to low-level Immortal magic (such as those effects with base cost of 7 PP or less)

Movement rate greater than 1,200 feet per round but less than 1 mile per round

Five asterisks are added for each of the following abilities:

Immune to mortal blows

Immune to ability score attacks

Immune to all mortal magic

Immune to medium-level Immortal magic (such as those effects with base costs 14 PP or less)

Movement rate from 1 to 24 miles per round

Ten asterisks are added for each of the following abilities:

Immune to all Immortal magic

Immune to Immortal blows

Movement rate greater than 24 miles per round

Special Situations

If the Immortal must expend only double PP cost to produce magical effects not of its Sphere, 8 asterisks are added for magic use, not 16.

If the Immortal's Wisdom or Intelligence score is 7 or less, the total XP value is halved.

If the Immortal's physical form limits the creature's physical ability scores to half value or less, the total XP value is also halved.

If an Immortal who is using an Identity is defeated, he is only worth the XP value of the Identity unless the Immortal was discovered using Immortal powers. If discovered to be an Immortal, then defeating the character, award XP as if this was an avatar, dividing the Identity's hit points by the Immortal's hit points to find the percentage.

Total XP Value

The total XP value is simply the sum of the multiplied Base value and the multiplied Bonus value. Since Immortals measure XP in Power Points, divide the total value by 10,000 to find the PP value.

Standard XP values (not PP) should be used in all games involving mortal adventuring parties. Amounts may be converted to PP for games in which most or all of the PCs are Immortal. XP totals are best kept to one decimal place (i.e. rounded to the nearest 1,000 XP) until the adventure is completed, when all the awards for creatures can be added together. Any leftover decimal should then be discarded. Decimals in the second and further places (representing 100 XP or less) should always be discarded in Immortal-level games.

The DM and the players may decide together whether to discard or keep track of remainders to the permanent PP total. The amounts involved are insignificant to all but Temporals, but such characters may wish to gain every possible morsel of Power.

Examples

The XP/PP value of a normal PC Temporal (newly arrived) would be calculated as follows.

Base Value: 2,375 XP (for 20 HD) multiplied times 50 (500 PP divided by 10), for a Total Base Value of 118,750 XP.

Bonuses: 28 asterisks (16 for Magic, 5 for Power, 7 for Status) times 1,800 XP each (for 20 HD), for a Total Bonus Value of 50,400 XP.

Total Value: 169,150 XP, or 16.9 PP

The minimum XP/PP value of the Hierarch of a Sphere (not counting special added bonuses, which are common at this rarefied height of existence) would be calculated as follows.

Base Value: 8,500 XP (for 45 HD) multiplied by 1,500(15,000 PP divided by 10), for a Total Base Value of 12,750,000.

Bonuses: 41 asterisks (16 for Magic, 5 for Power, 20 for Status) times 8,000 XP each (for 45 HD), for a Total Bonus Value of 328,000 XP.

Total Value: 13,078,000 XP, or 1307.8 PP

Avatars

If the Immortal creature defeated is an avatar, only a small percentage of the total award is earned. The percentage is equal to the percentage of hit points placed in the avatar, compared to the Immortal's total. Example: An average 3rd level Empyreal has an XPV of 2,375,000, or 237.5 PP. If the Immortal places 60 of his 370 hit points in an avatar, the avatar's XPV is 60/370 of the original (16.2%), or 385,135 XP (38.5 PP). Though the avatar has comparatively few hit points, it is capable of using all 4,000 of the Empyreal's Power points for magic, Power attacks, and so forth.

Note on Magnitude

The XP values of Immortal creatures are obviously extremely large, and some DMs may feel inclined to lessen them. But try to resist the temptation, unless you play the creatures much weaker than they actually are. Consider the powers of a mere Novice Temporal.

With a quick and minor Power expenditure, the Temporal can make himself immune to magic by increasing A-M to 100%. His natural Aura, requiring no PP expense, will eventually immobilize all mortals nearby. With one bare-handed punch he can inflict up to 6-36 points of damage. One simple 5-point Power attack acts as a death ray against a victim who cannot use Power—and the Temporal has 500 PP, and can produce Power attacks for *a* very long time, and at very long range. Finally, if his form is slain he is still an effective opponent (though incorporeal), since the Aura and Power abilities remain.

Small wonder, then, that such a creature has an XP value of nearly 170,000 points. And imagine the shock to a mortal who discovers that even the powerful Immortals fear other even greater opponents, such as the repeater (1.8 million XP) or draeden (up to 30 million)!

Experience Points for Creatures

Monster's Hit Dice	Base XP Value	Special Ability Bonus per Asterisk	Monster's Hit Dice	Base XP Value	Special Ability Bonus per Asterisk
Under 1	5	1	8	650	550
1	10	3	8+	775	625
1+	15	4	9	900	700
2	20	5	9+ to 10	1,000	750
2+	25	10	10+ to 11	1,100	800
3	35	15	11+ to 12	1,250	875
3+	50	25	12+ to 13	1,350	950
4	75	50	13+ to 14	1,500	1,000
4+	125	75	14+ to 15	1,650	1,050
5	175	125	15+ to 16	1,850	1,100
5+	225	175	16+ to 17	2,000	1,150
6	275	225	17+ to 18	2,125	1,350
6+	350	300	18+ to 19	2,250	1,550
7	450	400	19+ to 20	2,375	1,800
7+	550	475	20+ to 21	2,500	2,000

For every Hit Die over 21, add 250 points to both the Base value and Bonus value.

Adventure Planning

The standard Adventure Planning method is explained fully in the D&D *Companion Set* (DMC page 2). It is provided so that the DM may plan ahead, estimating the number of game sessions needed for a character to gain one level of experience. Too many sessions can cause player frustration, while too few can make the game too easy, and thereby boring.

In the *Companion Set,* one planning chart was given for all mortal characters of Name level or higher. The XP needs of Immortals of different ranks require separate charts, which are given below.

To use the charts, first decide how many adventures should be needed, on the average, for an Immortal to gain a level of experience. Five is a recommended number for low levels, while six to eight are satisfying for higher levels. The DM may wish to poll the opinions of the players. Once the number has been chosen, it should apply to all adventures. When you have played several games, and observed the results of your choice, the number may be modified.

When planning for a game, find the chart that represents the rank of the characters in the party. Sphere is irrelevant; all PC Immortals use the same progress chart. If the party is a mixed group, find the appropriate numbers of each rank on separate charts, and total the amounts indicated. The total figure is the amount of Power Points that should be awarded for an entire game session.

In games for mortal characters, XP for defeating monsters represented about 20% of the total gain, the balance made up by treasure and other awards. In games for Immortals, little or no awards are gained for treasure (the characters having gone beyond such mundane things), so the proportions vary widely. Most of the total award will usually be for completing a mission, aiding one's Sphere, and so forth.

The figures given on the charts represent amounts of Power Points, not XP. They should be applied without modification to parties consisting entirely of Immortals. Whenever an Immortal character serves as an Observer (q.v.), assuming the part of a mortal in all respects, the standard award is 10% of the number given on the chart, rounded up.

The numbers given apply only to good play. If mere bad luck interferes with success, be prepared to add extra bonus awards for a good attempt (though the total should still be less than for total success). If players make too many mistakes, or aren't properly playing their character roles, you may penalize the awards and/or the rate of progress to give them time to learn.

Extrapolation

The charts cover rates from 2 to 8 sessions per level gained, and any size group from 1 to 10 characters. Other numbers may be found by the following approximate method. Start with a figure from the Extrapolation chart below, based on the character's rank. Multiply the figure by the number of characters, and divide that result by the number of sessions selected. Round up to the next whole number of PP.

Extrapolation Chart

Temporal	220	Empyreal	1,700
Celestial	900	Eternal	3,400

Adventure Planning Charts

A. Temporals

Number of Characters	Rate of Progress 2	3	4	5	6	7	8
1	110	74	55	44	37	32	28
2	220	147	110	88	74	63	55
3	330	220	165	132	110	95	83
4	440	294	220	176	147	126	110
5	550	367	275	220	184	158	138
6	660	440	330	264	220	189	165
7	770	514	385	308	257	220	193
8	880	587	440	352	294	252	220
9	990	660	495	396	330	283	248
10	1,100	734	550	440	367	315	275

B. Celestials

Number of Characters	Rate of Progress 2	3	4	5	6	7	8
1	450	300	225	180	150	129	113
2	900	600	450	360	300	258	225
3	1,350	900	675	540	450	386	338
4	1,800	1,200	900	720	600	515	450
5	2,250	1,500	1,125	900	750	643	563
6	2,700	1,800	1,350	1,080	900	772	675
7	3,150	2,100	1,575	1,260	1,050	900	788
8	3,600	2,400	1,800	1,440	1,200	1,029	900
9	4,050	2,700	2,025	1,620	1,350	1,158	1,013
10	4,500	3,000	2,250	1,800	1,500	1,286	1,125

C. Empyreals

Number of Characters	Rate of Progress 2	3	4	5	6	7	8
1	850	567	425	340	284	243	213
2	1,700	1,134	850	680	567	486	425
3	2,550	1,700	1,275	1,020	850	729	638
4	3,400	2,267	1,700	1,360	1,134	972	850
5	4,250	2,834	2,125	1,700	1,417	1,215	1,063
6	5,100	3,400	2,550	2,040	1,700	1,458	1,275
7	5,950	3,967	2,975	2,380	1,984	1,700	1,488
8	6,800	4,534	3,400	2,720	2,267	1,943	1,700
9	7,650	5,100	3,825	3,060	2,550	2,186	1,913
10	8,500	5,667	4,250	3,400	2,834	2,429	2,125

D. Eternals: Use Empyreals chart, but double all numbers

E. Hierarchs: Use values as if Eternals

Introduction

This section cannot accurately be titled "monsters." Many of these beings are allies or acquaintances of player character Immortals, though some are monstrous foes indeed.

All the creatures described in the following pages are native to planes other than the Prime, home of mortal man. None should appear with any great frequency in usual D&D® games, those for mortal characters alone. A few could be used with good effect, if you are a skilled enough Dungeon Master to insert them properly. Read the notes carefully, however. Some of the creatures herein simply cannot exist in the environment of the PC homeworld. And some could destroy an entire planet in less time than it has taken you to read this book.

Here you will find creatures of all the Spheres of Power. They fit neatly into the great scheme of things, but some are entirely different from anything you have ever imagined. Despite this, you should have no difficulty using them in play, if you first become familiar with the new game rules for this level of play. When you encounter references you do not understand, turn to the Index and review the information on the topic.

Only one race of beings is given for the Sphere of Entropy. But these fearsome foes should be more than enough to challenge even the mightiest of player characters. General information about the Sphere of Entropy is given with that monster description.

Very few creatures given here are of the Sphere of Matter. Other beings of that Sphere are often variations on the usual monsters described in previous rule sets. Most of the creatures herein are from the other three Spheres—Energy, Time, and Thought. Some beings of these Spheres may lack material forms, and these will probably pose the greatest challenges to your imagination.

The following creatures are only a few of the infinite forms of life that populate the vastness of the multiverse. A complete catalog would no doubt span several thick volumes, an impossible task for this limited work. Therefore feel free to design your own creatures, following either the guidelines given in this set or, if you prefer, your own view of this fantasy realm. While designing, be sure that your creatures fit within a developed logical framework that governs existence. It makes little difference whether your logic is familiar, alien, simple, or complex. You and your players will find that a logical multiverse offers far more satisfaction, and is much more playable, than a random creation.

Creature Descriptions

The basic statistics for each creature are preceded by details especially relevant to games that involve Immortal characters. The text describing each creature is divided and labeled clearly for ease of reference.

Name: The name given for each entry is the common term used by Immortals when referring to such creatures. Every intelligent race has its own name for itself, always different from the name given and often unpronounceable.

You might add an interesting twist to your games by not revealing the name of a creature encountered. Encourage the players to invent names for each, based on what the characters experienced. Then write this new name beside the common one given, and refer to the creature by that new name from then on.

Sphere: Most creatures of the Astral and Outer planes are affiliated with one of the five Spheres of Power—Matter, Energy, Time, Thought, or Entropy. Though most living things are composed of two or more Spheres, nearly every Immortal creature serves a single Sphere.

Status: If the creatures described are Immortal, their class or equivalent status is given. This may be used as a general guide to the challenge presented by the creature, especially if encountered as an opponent.

Power Points: Power and its uses are integral parts of D&D games at this level of play. If you are not familiar with Power, be sure to learn it before starting play.

Every Immortal creature has a fixed number or range of Power Points. This figure normally corresponds to the status, following the guidelines given for all Immortals (Table 1). Some entirely mortal creatures have gained the ability to use Power.

Anti-Magic (A-M): Nearly any extra-planar creature may be resistant to the effects of magic. The number given is always a percentage. Full details on A-M are given in the D&D *Master Set,* MDM page 2.

Armor Class (AC): Negative Armor Classes are common in games at this level. Since many of these creatures may eventually appear in games involving both mortal and Immortal beings, the AC is always listed in full form.

Hit Dice: This number always determines a creature's base chance to hit a target in physical combat, applying standard procedures. Hit points, however, might be given as a constant, rather than a variable. This is a common feature of many Immortals. If this line is immediately followed by another giving specific hit point figures, use these, and do not roll for hit points. Otherwise, the range of hit points equals 1d8 for each Hit Die.

Move: As in previous rule sets, the first figure is the distance the creature may move in one 10-minute turn. The second figure, in parentheses, is the distance a creature moves in one 10-second round. Movement rates are given in feet. Some creatures are so large or fast that their movement rates may be given in miles, each 5,280 feet long. In all such cases, the number of miles is always a multiple of 3, and is usually a simple fraction or multiple of 24. This is for use with a campaign map of standard scale, in which each hex is 24 miles across.

Remember that nearly any creature can choose to move at very slow rates, or not at all. Few creatures reveal their full movement potential unless they are hurried or attacked.

Attacks: This figure is the number and type of physical attacks usable by the creature. If the creature is unable to use any physical attacks, the type of attack it most commonly uses is listed instead. If many attack forms are possible, only the details of the physical ones are noted. Others are explained in the text.

Damage: The range or number given applies to the types of attacks noted on the previous line. For creatures of the Astral and Outer planes, damage is often "special," and described in the text.

No. Appearing: Few of these creatures appear in dungeon settings, so only one number or range is given. If the creature is one-of-a-kind, the word "unique" appears next to the number appearing.

Save As: Saving throws for mortal creatures are the same as for characters, and a class and level is listed. Immortal creatures may sometimes save as mortals or Immortals.

Morale: Morale checks are fully explained in the revised D&D *Basic Set* (DMR page 19). You may also modify or omit Morale to reflect the situation. Nearly any intelligent creature will flee or bargain if its death seems imminent. An Immortal, however, must weigh the factors carefully. He or she may choose to fight to the death of his material form, since a new form can be created. But the creature's current project may make such a delay unacceptable, and in such cases survival of the form may be critical.

If your creatures always fight to the death, your games are too combat-oriented, and probably contain very little role playing. Morale is an important factor in all good role-playing games.

Treasure Type: Treasure is not an important element of Immortal-level games. Many creatures native to planes other than the Prime have treasures in forms that mortals cannot appreciate. Immortals usually respect every creature's right to life, and good players will find more inventive uses for the creature's service than for their possessions.

Alignment: This category lists a general indication of the creature's behavior. By now you should know that behavior and motivation are different aspects of a creature. An orderly, law-abiding creature may have good, evil, or selfish intentions. A Chaotic is usually disruptive, but may be good-hearted. Neutral is the most common alignment found in the multiverse, as most creatures act in their own self-interest, whatever their intentions.

XP Value: The number listed is always measured in Power Points, on an Immortal scale. If the creature is defeated partially or wholly by mortals, remember to multiply the figure by 10,000 (adding four zeroes) before dividing it among the participants. If you do this, remember also to divide the share that applies to Immortal characters by 10,000 before announcing their total earned.

Text: The details presented in the text are always given in the same order: *Description* (appearance, size, etc.), *Abilities and Limits* (possible attack forms, senses, etc.), *Resistances* (including the attack forms to which the creature is wholly or partially immune), *Habits,* and *Background.* The information in the last two categories offers your best guide for role playing and further development of the creatures, and often explain how they fit into the greater scheme of things. Small ideas presented here can easily stimulate your imagination, leading to great epic adventures.

Whenever immunity to magical weapons of a given strength is noted, this applies only to standard weaponry. Immortal strength can propel most non-magical objects with enough force to overcome such resistance. An Immortal's simple Punch attack, for example, always inflicts damage when it hits, even though his or her fist is a non-magical weapon of sorts.

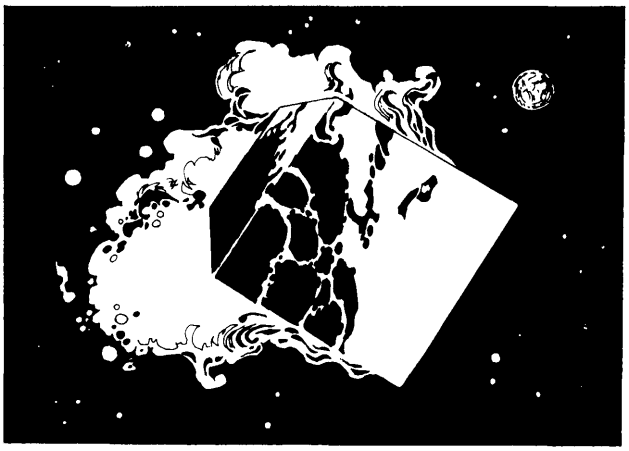
Archon

These Lawful champions of goodness are sworn enemies of Chaos. They are native to the Home Plane of the Hierarch of Energy. Their full description is given in the D&D *Master Set* (MDM page 40). They are entirely mortal.

In the opinion of the Hierarch (who has little experience in working with the substance of the other Spheres), his creations are shining examples of the perfect blend of beauty and power. Few other Immortals agree, but those of his Sphere dare not voice their opinions. Archons have very narrow views of what is acceptable behavior. They are so outraged by any neutral, chaotic, or evil behavior that they are avoided by all other creatures. Despite their good intentions, they manage to arouse resentment in nearly everyone they meet. And they are multiversally considered to be the most obnoxious creatures in all the Home Planes.

Baak

Sphere:	Matter
Status:	Mortal
Power Points:	5,000
Anti-Magic:	100% (vs. mortal) or None
Armor Class:	-15
Hit Dice:	100
Move:	None
Attacks:	Magic or Power only
Damage:	By effect or Power attack
No. Appearing:	1(1)
Save As:	Empyreal 5
Morale:	12
Treasure Type:	None
Alignment:	Lawful
XP Value:	566,000 vs. mortal opponents 457,250 (45 PP) vs. Immortal opponents



Description: Baaka are living guardian-obstructions (walls, doors, tunnels) created and used by the Immortals of Matter. They are made of reinforced diamond, so they are quite resistant to damage. They are often black monoliths, but may be any one color.

A baak may have nearly any shape, with a maximum volume of 1 million cubic feet. Common forms include a cube 100 feet on each side, a thin strip encircling an entire planet, or a huge rectangular solid floating independently in space.

Abilities and Limits: Baaka never move or reason. They may nevertheless use all forms of Power combat, and may use Power to create any magical effect listed for the Sphere of Matter in response to attacks and other stimuli. Though they are mortal, baaka produce effects of Immortal levels.

Resistances: Baaka have no ability scores so they are immune to ability score attacks. They are completely immune to mortal magic and take minimum damage from mortal blows. Baak suffer normal damage when attacked by Immortal blows or magic.

For each point of damage inflicted upon a baak, a diamond of 1,000 gp value is chipped loose. If its hit points are reduced to half normal or fewer, a baak cures itself magically (employing a *cureall* for maximum effect).

Habits: Baaka somehow have life without energy or thought, and successfully resist time. They are nearly the ultimate form of order and solidity.

A baak perfectly executes the instructions of its creator, guarding various treasures and secret ways, and does absolutely nothing else. It is typically ordered to attack all creatures (except its creator) who approach within a given range and/or those with hostile intentions. Exact types of attacks may be specified in its instructions, such as forcing movement without physical damage.

Background: An Immortal of Matter once studied the forms of the elemental rulers of Earth and discovered how to condense that form to make the baak. Created to serve as nearly invulnerable guardians, baaka are useless in any other capacity.

Demon

	Screaming	*Croaking*	*Howling*
Sphere:	Entropy	Entropy	Entropy
Status:	Temporal	Temporal	Celestial
Power Points:	500	800	1,300
Anti-Magic:	50	55	60
Armor Class:	0	-1	-2
Hit Dice*:	20*	23*	26*
Hit points:	100	130	180
Move:	120'(40')	60'(20')	60'(20')
Flying:	180'(60')	60'(20')	
Attacks:	2 claws/2 talons/1 bite	2 claws/1 bite	2 pincers/2horns/l bite
Damage:	1-4 each/1-8 each/1-6	1-3 each/4-18	2-12 each/1-3 each/1-6
No. Appearing:	1 or 1-3	1 or 1-3	1 or 1-3
Save As:	Novice	Temporal 3	Celestial 1
Morale:	Special	Special	Special
Call Other:	10	20	30
Treasure Type:	B	C	D
Alignment:	Chaotic	Chaotic	Chaotic
XP Value:	71,075(7 PP)	137,750(13 PP)	271,375(27 PP)

	Groaning	Hissing	Roaring
Sphere:	Entropy	Entropy	Entropy
Status:	Celestial	Empyreal	Empyreal
Power Points:	2,200	3,500	5,000
Anti-Magic:	65	75	80
Armor Class:	-3	-4	-5
Hit Dice*:	29*	32*	35*
Hit points:	240	340	430
Move:	90'(30')	120'(40')	60'(20')
Flying:	120'(40')		150'(50')
Attacks:	2 claws/1 bite	1 tail/6 weapons	1 sword/1 whip
Damage:	1-4 each/2-8 + poison & disease	2-8/by weapon	1-10/1-2 or special
No. Appearing:	1 or 1-3	1 or 1-2	1 or 1-2
Save As:	Celestial 4	Empyreal 2	Eternal Novice
Morale:	Special	Special	Special
Call Other:	50	60	70
Treasure Type:	E	F	G
Alignment:	Chaotic	Chaotic	Chaotic
XP Value:	535,000(53 PP)	973,375 (97 PP)	1,568,750 (156 PP)

Creatures

	Whispering	*Orcus*	*Demogorgon*
Sphere:	Entropy	Entropy	Entropy
Status:	Initiate	Eternal	Eternal
Power Points:	400	9,500	5,000 per head
Anti-Magic:	70	85	90
Armor Class:	-6	-7	-8
Hit Dice*:	15*	39*	40*
Hit points:	75	620	660
Move:	120'(40')	90'(30')	150'(50')
Flying:	180'(60')	180'(60')	150'(50')
Attacks:	2 talons	See below	See below
Damage:	5-8 each + energy drain	See below	See below
No. Appearing:	1 (solitary)	1 (unique)	1 (unique)
Save As:	Initiate	Eternal 4	Eternal 5
Morale:	Special	Special	Special
Call Other:	40	Special	Special
Treasure Type:	1x2	E, F, G, I	B, H, 1x3
Alignment:	Chaotic	Chaotic	Chaotic
XP Value:	39,300 (3 PP)	6,825,500 (682 PP)	7,466,000 (746 PP)

Abilities of all Demons:
A + 1 bonus to surprise and initiative rolls
Power use (combat and magic)
Call Other (percentage chance to summon aid; see Tables D2 and D3)
Speak with any undead or living thing
Control undead
Infravision 120'
Enter/leave Ethereal Plane at no cost 1/day
Enter/leave Astral Plane at no cost 1/day
High ability scores (as other Immortals)
Regenerate 1 hp per day

Resistances of all Demons:
Needs no sustenance (air, water, food)
Immune to mind-reading, disease, aging, energy drain, death ray
Minimum damage from any mortal attack form
Anti-Magic

"Demon" is a common term once applied to nearly all monsters—including everything from gargoyles to dragons. In the D&D game, a demon is an Immortal who serves the Sphere of Entropy. It dwells in its own place, one of the Outer Planes of Existence. Any demon encountered outside of its Home Plane is performing a service of some sort, and was either sent or summoned by a more powerful demon or by an extremely powerful (or very foolish) mortal.

The statistics given describe the normal bodies that demons use for most of their appearances outside their Home Planes. These bodies can be slain, but as with other Immortals, this is a mere inconvenience. If it occurs, the demon's life force abandons the material form and returns to its Outer Plane home. Even one or more *wishes* cannot prevent this departure. After a time, the demon creates a new body and resumes normal activities.

Each demon was once a mortal, with a form much different than its current one. Most demons were men or monsters who became undead, and who were so evil and cunning that they achieved Immortality. Most demons have chosen and earned their Immortal positions, just as characters may aspire to other Spheres.

In its Home Plane, a demon is a very powerful creature. There it is immune to all mortal magic, can assume any form desired (as the 9th level *shapechange* spell, but at will), and regenerates quickly (1 hp per Hit Die per round). If the demon's body is slain in its Home Plane, however, its life force can be pursued, caught, and permanently destroyed.

Each demon is an individual, and each has its own names that it bore in mortal and Immortal life. A demon never reveals any of its true names, whatever the threat. However, it is rumored that if all of the truenames of a demon are somehow known, that demon can be forced to obey or serve. Many powerful spells must also be used. These are unknown, now lost to the past.

The ancient spells for calling demons may be discovered through costly research, if the DM permits. Some names of demons may also be discovered through similar research, but this may draw the attention of the demon involved. Such research is extremely dangerous, but can produce results, given sufficient time, money, and energy.

A mortal cannot gain complete control over any Immortal, and that a demon summoned and perhaps constrained in some ways is still free-willed. Legends describe the repeated attempts by mortals to control demons. All who have ever dealt with demons have eventually been utterly and permanently destroyed.

Standard Abilities and Resistances

All of the following characteristics are natural, non-magical effects unless noted otherwise. Many are normal powers of all Immortals.

Ability Scores

Demon ability scores are determined in the same way as for other Immortals. The Greater Talents of Immortals of Entropy are Strength, Intelligence, and Constitution. The physical scores (Strength, Dexterity, and Constitution) of a demon's form cannot exceed the number of Hit Dice given for that type.

For most demons, Charisma cannot exceed half its Hit Dice. For demons of High Empyreal status and above (the roaring demons and demon rulers described herein), Charisma may equal their Hit Dice. A whispering demon's Charisma may exceed its Hit Dice, to a maxi-

mum score of 25. All demons of Eternal and higher status have normal Aura powers when in material form, but all other demons lack this power. All demons have normal Aura when incorporeal.

A summary of typical ability scores is given in the general description of each type of demon. Use Strength and Dexterity bonuses in melee according to normal procedures (such as to Hit and damage rolls). Each Armor Class given already reflects the typical Dexterity of the form, and should not be adjusted except for situation modifiers. Hit points likewise already include all adjustments. Refer to Tables 2 and 3, Ability Score modifiers, for exact figures for all scores.

Call Other

Any demon may mentally summon help, hoping that another demon will hear and respond. There is a percentage chance (different for each type of demon) that the call is answered. Refer to Table D2. Only one demon responds, appearing within 60 feet of the summoning demon in 1-2 rounds.

Any demon may Call once per round, and may continue Calling at that rate, even when some aid has already arrived. A demon may not Call in the same round it uses magic or makes a Power attack. Each Call costs 10 Power Points, regardless of its success. Any demon responding to a Call may, if convinced that the situation is dangerous, Call even more aid. Nearly any demon who Calls for help will suffer punishment if the aid is not absolutely necessary, and thus most demons treat this as a last desperate maneuver. The sole exception is the whispering demon, who is poorly equipped to handle strong attackers and who is thus often Calls for help when necessary. A demon who makes a Call for another cannot us Power in any way during the same round except to Wrap defensively.

Control Undead

Any demon can attempt to control undead monsters as if it were a powerful undead creature itself. Refer to the D&D *Master Set* (MDM pages 22-23) for detailed information on undead Lieges and Pawns. Gaining this control requires the expenditure of 1 PP for each creature controlled. Example: A howling demon (HD 26) can control up to a total of 52 Hit Dice of undead, none being larger than 26 HD in size, and can maintain the control to a maximum range of 26 outdoor (24-mile) map hexes.

Orcus can automatically take control of up to 200 Hit Dice of undead if he is within 180 feet of them, and can maintain control as long as he remains anywhere in their plane of existence.

Demogorgon can automatically take control of a maximum of 150 Hit Dice of undead of any type if she is within 120 feet of them. However, she can only maintain control to a maximum range of 500 miles (about 21 map hexes), and cannot control any undead already controlled by Orcus.

Enter/Leave Planes

Any demon may magically enter or leave the Ethereal Plane at will, at no Power cost, once (each way) every 24 hours. From the Ether, a demon may enter the Astral Plane in the same fashion, or may enter the Ether from the Astral Plane—again, once (each way) every 24 hours at most, without using Power Points. More frequent magical travel is certainly possible by standard PP expenditure.

Holy Water

This substance can damage demons, but (as with all attacks) inflicts only minimum damage, or 1 point per vial. Its use also enrages the demon, who immediately responds by attacking the individual who used the holy water to attack it. If others interfere with this attack, the demon will usually try to pass them, if possible (such as by *teleporting),* rather than fighting its way through them.

Immunities

All demons are completely immune to all forms of mind reading, disease, aging, death rays, and energy draining. They are vulnerable to mortal blows and to mortal magic (except the effects listed) but only suffer minimal damage from damaging attacks. These are standard attributes of all Immortals of this Sphere.

Minimum Damage

Whenever dice are rolled to determine the amount of damage that an attack form inflicts on a demon, each die is instead automatically counted as a 1, and not rolled. Bonuses and penalties, if applicable, are applied normally and fully. Demons may not attempt a saving throw vs. Physical Blow to reduce such damage by half. This special effect supercedes that rule.

Number Appearing

The demon rulers, who send the other demons to perform specific tasks, usually send only one demon who has the abilities required. When that type is not available for some reason, one to three lesser demons may be sent. So for any type of demon, the normal number appearing is only one. If that demon finds unexpected obstacles, or happens to encounter dangerous foes (such as high level adventurers), the demon may Call for aid. In this case, the total number appearing may be two or more, and those present might be different types. When placing demons, never randomly select a number appearing. Always consider the reasons for their appearance.

If a demon ruler is encountered on any of the Inner Planes (an extremely rare event, always involving some great task which demands such exceptional force), he or she is normally attended by one whispering demon, one roaring demon, and up to six others of various types. The two rulers never travel together, and no problem has ever warranted their combined attention or presence.

Power Points

Immortals of this Sphere use all forms of Power combat in standard ways.

As they are not affiliated with any of the four Spheres controlling magic, demons are very limited in the type of magical effects they can produce. Furthermore, a demon can only expend a given maximum number of points for any one effect. Power costs for magical effects are always double the base cost. All possible magical effects, their fixed costs (for demons), and the limits for individual demon types are given on Table Dla.

The maximum expenditure applies only to Power used to produce magical effects. No limit applies to Power combat.

A demon must drop its A-M voluntarily when planning to create magical effects, and must leave it down if personal effects are to be maintained without risking their sudden disappearance.

Demogorgon may use Power from both heads at once. She may initiate two Power attacks per round, and may produce two magical effects per round by using Power. All demons may use Power to create magical effects while moving or physically attacking.

Regenerate

All demons regenerate hit points, Power Points, and ability score losses at standard Immortal rates. The bias of all inner and outer planes (except their Home planes) is hostile, and the rate is thus normally only 1 point per day. Darkness, however, provides friendly bias. A demon who remains within utter darkness, whether normal or magical, regenerates at the fastest rate of 1 point per round. The same rate applies to a demon in any Outer Plane of Entropy. No plane or local

condition has neutral bias for demons. Since demons (and other Immortals) are regenerating creatures, certain weapons may inflict extra damage against them for this reason.

Saving Throws

Demon forms are vulnerable to both mortal and Immortal attacks of most types, though certain ones are immune to damage from normal or silvered weapons. Always apply Immortal saving throws to demons, even if the attack form is of mortal origin. Demons do not gain an Immortal save vs. a mortal physical blow which already inflicts only minimal damage. Refer to Immortal Saving Throws, for exact figures.

Speak with Anything

Any demon may, at will, speak with any living or undead creature of any type.

Surprise

All Immortals of this Sphere gain a + 1 bonus to all rolls for surprise and initiative, even when in melee with Immortals of other Spheres.

Treasure Type

If the demon has a lair on the Prime Plane for more than 48 hours, it has accumulated the treasure noted. Multiple demons of one type may have as much as five times the treasure given, but usually with many coins. Different types of demons never occupy a single lair.

Any demon encountered wandering (whatever the location or plane of existence) may be wearing expensive jewelry and carrying other items of value. Only very useful and powerful magic items are carried, as they function occasionally at best, because of the demon's personal Anti-Magic.

Physical Descriptions

Screaming Demon (Air Demon, Winged Fury)

This demon is part bird and part man in form, standing over 8 feet tall on stork-like legs. Powerful claws adorn humanoid arms. Its feet are taloned. Its large feathered 30-foot wingspread provides quick flight. If the air demon can gain surprise, it Swoops down on one opponent. In a Swoop, it attacks with two talons (only), gaining double damage on each hit, and can carry off a man-sized or smaller victim as per the Swoop attack rule (D&D *Expert* DM book, pg 45). Lacking surprise, it screams in birdlike fashion as it dives to the attack. In melee it swings both claws, leaps and strikes with its foot talons, and bites as well. A winged fury can be damaged by any sort of weapon. Abilities include:

Each Greater Talent: 15-20 (1d6 + 14)
Wisdom and Dexterity: 1-20 (1d20)
Charisma: 3-10(1d8 + 2)

Croaking Demon (Swamp Demon, Gobbler)

This foul, slimy monster looks like a giant humanoid toad, standing about 7 feet tall. With surprise, it can lash out with its 10-foot-long magical tongue and, if it scores a hit, it pulls the victim into its jaws, biting for double damage (automatic hit). It does not use its tongue in normal melee, as that part is easily damaged (AC 5). In melee, the swamp demon uses two claws and a bite to attack. A gobbler can be damaged by any weapon. Typical ability scores are:

Each Greater Talent: 9-23 (1d8 + 15)
Wisdom and Dexterity: 3-22 (1d20 + 2)
Charisma: 2-11 (1d10 + 1)

Howling Demon (Fire Demon, Four-Armed Horror)

This bizarre demon form has a wolfs head with long, sharp horns, a large muscular body, but normal human legs. It stands about 9 feet tall. It has four arms; two long arms are attached at its shoulders and end in crablike pincers, and two smaller human arms protrude from its chest. The small arms are used only in normal activities, never in melee.

The fire demon uses magical fire effects whenever possible, to hamper or damage opponents. It can produce a fearsome howl, forcing all within 180 feet to check Morale or flee (PCs are unaffected). In addition to its two pincer attacks, it may attack with its long, sharp horns as well as a bite. It often howls whenever any of these attacks miss. A four-armed horror can be damaged by magical or silvered weapons, but not normal ones. Typical ability scores are:

Each Greater Talent: 25-26
Wisdom and Dexterity: 7-26 (1d20 + 6)
Charisma: 2-13(1d12 + 1)

Groaning Demon (Forest Demon, Biter)

This is a tall humanoid with the torso and arms of an ape, a boar's head, and goat-like legs. It stands 10 feet tall. Its favorite weapon of terror is its groan, a nightmarish resonant sound which causes its victims to shake uncontrollably, effectively paralyzed, for 1 turn. Victims of less than 4 Hit Dice get no saving throw. A victim of 4 to 7 + Hit Dice may attempt a saving throw vs. Death Ray to avoid the effect, and any creature with 8 or more Hit Dice is not affected.

The forest demon attacks with two claws and a slavering, poisonous bite laden with disease. Even if the victim makes the saving throw vs. Poison, avoiding immediate death, the disease still takes effect (no saving throw). A diseased victim's wounds cannot be healed until the disease is cured. A biter can be hit only by magical weapons. Typical ability scores are:

Each Greater Talent: 26-29 (1d4 + 25)
Wisdom and Dexterity: 10-29 (1d20 + 9)
Charisma: 3-14(1d12+2)

Hissing Demon (Water Demon, Destroyer)

This demon appears either as a 20-foot-long giant poisonous snake or as part snake, part humanoid. In snake form, it may either bite or spit poison to a 30-foot range. The spit causes blindness unless the victim makes a successful saving throw vs. Poison, and the bite venom is deadly (-4 penalty to the saving throw).

The water demon's semi-human form is a six-armed female human torso (about 7 feet tall) atop a 10-foot-long snake body. Each of the six arms may wield any one-handed weapon, and a wide variety of weapons are often used (including swords, whip, net). Furthermore, any pair of hands may instead be used to wield a two-handed weapon. The demon can change from one form to the other in 1 round, and may use a spell-like power at the same time. Any weapons used are dropped when the monster assumes snake form. A destroyer can be damaged only by magical weapons. Typical ability scores are:

Each Greater Talent: 25-32 (1d8 + 24)
Wisdom and Dexterity: 13-32 (1d20 + 12)
Charisma: 5-16(1dl2 + 4)

Roaring Demon (Mountain Demon, Manslayer)

This fearsome fanged demon has a 12-foot-tall human body. Sharp horns protrude 1 foot from each side of its head, and huge leathery wings rise from its back. It is a reasonable creature, and rarely attacks by surprise, preferring to allow its victims a chance to surrender totally and unconditionally. If refused, it usually roars. This roaring instantly *summons* one or both of two special weapons, a two-handed sword *of slicing +5, + 10 vs. humans* or a *whip of draining* with the same bonuses. See the D&D *Companion Set* for details on slicing and draining abilities, and the attack forms of a whip. Either weapon appears in the demon's hand when summoned (as the 7th level magic-user spell *summon object),* but automatically vanishes if dropped or taken from the demon, returning to the demon's Home Plane. It can use either of these weapons one-handed, and may use both at once.

The mountain demon likes to perch on high peaks or crags, both for tactical reasons and to assume a commanding position. It can speak quite convincingly, and may use a spell-like power at the same time. It possesses leadership and domination abilities; its great power and Charisma enable it to convince or force even the most rampant chaotics to cooperate. A manslayer can be damaged only by magic weapons of +2 or greater enchantment. Typical ability scores are:

Each Greater Talent: 28-35 (1d8 + 27)
Wisdom and Dexterity: 16-35 (1d20 + 15)
Charisma: 16-35 (1d20 + 15)
Charisma: 14-17 (1d4 + 13)

Whispering Demon (Charmer, Gray Deceiver)

This demon is never found with others of its kind, nor with hissing demons. It prefers to act alone or as the companion of another powerful demon. Its natural form is that of a human female with small horns and great bat-like wings, but this form is rarely seen. It prefers to appear as an extremely seductive mortal, either male or female and of any race, as suits its goals. The touch of a gray deceiver causes an energy drain of 1 level (per round, as applicable), but the victim is completely unaware of the effect until 1 turn later (if still alive). In turn, the demon (if damaged) is cured 1-10 hit points and a like amount of Power Points with each such drain. The demon's spell-like powers *of charm person* and *hold monster can* be used to great advantage in combination with this energy drain effect.

The charmer seeks to dupe its victims by convincing them it is good and innocent, sometimes pretending to be a captive. It relies on false appearances and treachery. Rather than fighting for itself, it usually relies on a powerful companion or mistakenly beguiled allies to do the fighting for it. If forced, however, it can be a formidable opponent on its own. A whispering demon can be harmed only by weapons of + 2 or greater enchantment. Typical ability scores are:

Each Greater Talent: 10-15 (1d6 + 9)
Wisdom and Dexterity: 8-15(1d8 + 7)
Charisma: 13-24 (1dl2 + 12)

The Demon Rulers

The two following individuals command all the other demons described in this section. However, they are but two of the many Eternals of this Sphere.

Orcus (commonly called The Goat) is commander of all mortals of the Sphere, which includes all undead monsters. He also commands a small body of loyal Immortals of various types. *Demogorgon* (commonly called The Child) commands most of the Immortals described here, and may technically command even Orcus, though great and sufficient cause must exist. The two rulers are nearly equal in power. Orcus is a 4th level Eternal and Demogorgon is a High Eternal.

The following abilities are usable at will by either demon ruler, at no cost in Power: *detect magic, detect invisible, know alignment, true seeing, read languages,* and *read magic.* Both rulers are telepathic, able to send and detect thoughts. Both are immune to mind-reading.

The demon rulers have all the standard abilities and immunities of other demons, and are also immune to poison, *paralysis, turn to stone,* and *fear.* They can be harmed only by weapons of + 3 or greater enchantment.

These Eternals and all other Eternals of this Sphere possess Aura.

The physical forms described here are those most commonly employed by the demon princes. However, both commonly *shape-change* to any form convenient to their purposes. All of Orcus' ability scores are 90; all of Demogorgon's are 95.

Instead of the standard random Call Other ability of all demons, each ruler may choose the types of creatures to be Called, with varying chances of success (as listed on Table D3). If a Gargantuan is chosen, roll d% to determine the exact type responding, and refer to Table D4. Unlike other demons, a demon ruler may Call many lesser demons.

Table D5 gives statistics for the Special Followers which may respond to a Call from a demon ruler. A page reference is given for each normal-sized creature; "B" (D&D *Basic Set)* and "C" (D&D *Companion Set)* listings refer to the DM rulebooks in those sets. More detailed statistics are given for gargantuan followers; see the *Companion Set* (DM rulebook, pg. 32) for other details on these creatures. Their energy drains do not increase in power. Level-draining gargantuans (wights, wraiths, and spectres) can only be created or Called by a demon ruler, not by any mortal or lesser Immortal.

Orcus (The Goat, Master of the Dead, Lord of Darkness, The Black Prince)

This demon's normal form is a 15-foot-tall fat goat-like humanoid. His two great curled ram's horns are his most recognizable feature. His arms are giant-sized but very human. His legs are goatlike, with split hooves. When willing to fight personally (a rare event), he uses any convenient weapons, wielding one in each hand, and swings his deadly poisonous barbed tail (-6 penalty to saving throws) as well. Any Immortal struck by Orcus' tail loses 1 Hit Die permanently (with a corresponding loss of Power, hit points, etc.), and must successfully save vs. Power Drain or temporarily lose 3 more. Temporary losses of Hit Dice are restored automatically when the victim's PP total regenerates enough to reflect this. If Orcus is not at full Power when this occurs, he absorbs the victim's permanent Power losses (in the same way that a magical cure restores hit points).

Demogorgon (The Child, Bane of Souls, The Lizard King, The Dark Lady)

This demon often *polymorphs* into the form of a human child, apparently the essence of youth and innocence. When she chooses to fight, however, she assumes her normal form—an 18-foot-tall reptilian monster, with two monkey heads atop sinewy necks, two great tentacles in place of arms, and a forked tail. She can attack with one tail and both tentacles each round. The tail can strike as if a whip (either for damage or entanglement), but any hit causes an energy drain of 1-4 levels (for mortal character types) or Hit Dice (for monsters). Any Immortal struck loses 1 Hit Die permanently (and the corresponding amount of PP, hit points, etc.), and must successfully save vs. Power Drain or lose 100 PP permanently. Each tentacle hit inflicts a horrible rot (no saving throw) which destroys one-fourth of the victim's (original) hit points immediately and permanently. Only a *wish* will permit curing of this damage. The blow affects mortals and Immortals equally (but an Immortal can create a new, undamaged form at a later time).

This unique demon can create two magical effects in a single round, one with each head. Either head can instead be used to *gaze* to a 120-foot maximum range, producing a special effect as follows. The left head's gaze can *charm* any mortal; the right head's gaze causes insanity for 1-6 turns. Either effect may be avoided if a successful saving throw vs. Spells is made. Both gazes can also affect Immortals, causing a permanent drain of 1-6 ability score points. The left head affects Wisdom, and the right, Intelligence. The Immortal may attempt to save vs. Mental Attack for each gaze, and success indicates that the effect is avoided.

If Demogorgon does not create any magical effects in a round, both heads may gaze in unison while twisting about. Against mortals, this has the net effect of *charming* up to 300 Hit Dice of creatures within a 120-foot radius. A mortal victim with 30 or more Hit Dice or levels of experience may attempt a saving throw vs. Spells to avoid the effect, but with a -5 penalty to the roll. For mortal characters, use levels, not Hit Dice. Mortal victims with less than 30 levels or Hit Dice (including all demi-humans) have no saving throw. All *charmed* victims will obey Demogorgon's commands for 1 turn, but of course will not perform any self-destructive activity. This double-gaze attack affects all Immortals in range as if each victim were attacked by both gazes. Demogorgon can affect a mixed group of mortals and Immortals simultaneously with this attack form.

Reference Tables: All Demons

Table Dl: Magical Effects Produced by Demons

Dla. Limits to Magical Effects, by Demon Type

Demon Type	Maximum PP Expenditure for Magical Effects
Whispering	8
Screaming	8
Croaking	14
Howling	20
Groaning	26
Hissing	32
Roaring	38
Orcus	40
Demogorgon	40

Dlb. All Magical Effects Usable by Immortals of the Sphere of Entropy (See Inside back cover for table Dlb.)

Table D2: Call Other (Lesser Demons)

Find the demon Calling on the top row. Roll 1d100 to check the chance of success in Calling, given below each type. If a response is indicated, roll again and find the demon type which responds in the appropriate column.

Calling Demon							
Scream	Croak	Howl	Groan	Hiss	Roar	Whisper	Demon
10%	20%	30%	60%	50%	70%	40%	Responding
01-95	01-20	01-13	01-12	01-08	01-02	01	Screaming
96-99	21-95	14-40	13-30	09-20	03-05	02-03	Croaking
00	96-99	41-91	31-55	21-37	06-25	04-06	Howling
	00	92-99	56-88	38-60	26-90	07-65	Groaning
		00	89-95	61-90	91-95		Hissing
			96-98	91-97		66-97	Roaring
			99-00		96-97		Whispering
				98-99	98-99	98-99	Orcus
				00	00	00	Demogorgon

Tables D3-D7: Call Other (Orcus and Demogorgon)

Choose one of the four categories on Table D3 and roll 1d100 to check the success of the Call. Refer to Table D4 for demons responding, or Tables D5, D6, and D7 for Special Followers.

Table D3: Demons Responding

Possible Responders	Chance of success for... Orcus	Demogorgon
A. Hissing or Roaring Demon	50	55%
B. Croaking, Groaning, Screaming, or Howling Demon	80	85%
C. Whispering Demon	90	95%
D. Special Follower	100	100%

Table D4: Demons Appearing to Orcus' or Demogorgon's Call Only

Roll 1d100 and refer to the appropriate column as determined by the choice made on Table D3. Use Table D5 for choice D (Special Follower).

Responder	Number	A	B	C
Croaking	2-5		01-20	
Groaning	1-3		21-70	
Hissing	1-3	01-35		
Howling	1-4		71-95	
Roaring	1	36-00		01-02
Screaming	2-5		96-00	
Whispering	1			03-00

Table D5: Special Followers (Orcus and Demogorgon only)

Select one type only, and roll to determine the number appearing. The response is automatic (100% success).

Orcus	Demogorgon
3-30 Mummys	4-24 Horned Chameleons
2-20 Spectres	3-18 Tuatara Lizards
2-12 Vampires	3-12 Wyverns
1-6 Phantoms	2-8 Purple Worms
1-3 Spirits	1-4 Small Dragons
1 Nightshade	1-2 Dragon Turtles
1 Gargantuan	1 Gargantuan Snake
Undead (See Table D6)	or Lizard (See Table D6)

Table D6: Type of Gargantuan Responding (Orcus and Demogorgon Only)

Orcus	d %	Demogorgon
Skeleton	01-28	Spitting Cobra
Zombie	29-51	Pit Viper
Ghoul	52-69	Gecko
Wight	70-83	Rattlesnake
Wraith	84-93	Python
Mummy	94-99	Horned Chameleon
Spectre	00	Tuatara

Table D7: Statistics of Special Followers

D7a. Normal Followers

Demogorgon

Dragon (small): B28; AC 2/1/-1/-2; HD 7** to 11**; MV 90' /240' flying; THACO 13/12/11/10; AT 2 claws/1 bite (+breath); choose any Chaotic (Black, Green, Red, Brown)
Dragon Turtle: C31; AC -2; HD 30*; MV 90'/30' swimming; THACO 0; AT 2 claws/1 bite (+breath); Dmg 1d8/ld8/10d6
Horned Chameleon: B32; AC 2; HD 5*; MV 120'/THACO 15; AT 1 bite/1 horn; Dmg 2d4/ld6
Purple Worm: X55; AC 6; HD 15*; MV 60'; THACO 8; AT 1 bite/ 1 tail; Dmg 2d8/ld8 + poison
Tuatara Lizard: B32; AC 4; HD 6; MV 90'; THACO 14; AT 2 claws/1 bite; Dmg 1d4/ld4/2d6
Wyvern:X57; AC 3; HD 7*; MV 90'/240' flying; THACO 13; AT 1 bite/ 1 tail: Dmg 2d8/ld6+ poison

Orcus

Mummy: X54; AC 3; HD 5 + 1**; MV 60'; THACO 14; AT 1 touch; Dmg 1dl2+ disease
Nightshade: HD 20***** to 30*****
Phantom: C35; HD 10*** to 12***
Spectre: X56; AC 2; HD 6**; MV 150'/300' flying; THACO 14; AT 1 touch; Dmg 1d8 + drain (2 levels)
Spirit: C37; HD 14**** to 18****
Vampire: X57; AC 2; HD 7** to 9**; MV 120'/180' flying; THACO 13; AT 1 touch; Dmg 1d10 + drain (2 levels)

Nightshade, Phantom or Spirit: Refer to the monster description for details. Randomly select one of the three possible types of each creature.

D7b. Gargantuan Followers

Type	AC	HD	MV	THACO	AT	Dmg	XPV
Cobra	7	8**	180'	12	1 bite	3d4 + poison	1,750
Gecko	5	25*	240'	3	1 bite	4d8	9,500
Ghoul	6	16**	180'	7	2 claw/1 bite	3d4/3d4/3d4 + paralysis	3,250
Chameleon	2	40**	240'	3	2 bites	4d8/4d6	20,750
Mummy	3	41***	120'	2	1 touch	4dl2 + disease	28,500
Pit Viper	6	16**	180'	7	1 bite	2d8 + poison	3,250
Python	6	40**	180'	2	1 bite/1 squeeze 2d8/4d8	20,750	
Rattler	5	32**	240'	2	2 bites	2d8/2d8 + poison	14,750
Skeleton	7	8*	120'	12	1 weapon	4d6	1,200
Spectre	2	48***	300'	2	1 touch	4d8 + energy drain (2)	35,500
Tuatara	4	48*	180'	2	2 claw/1 bite	2d8/2d8/6d8	26,750
Wight	5	24**	180'	3	1 touch	1d4 + energy drain (1)	8,750
Wraith	3	32***	240'	2	1 touch	4d6 + energy drain (1)	19,500
Zombie	8	16*	180'	7	1 claw	4d8	2,300

Diabolus

Sphere:	None
Status:	Mortal
Power Points:	None
Anti-Magic:	100% (vs. normals) or 0
Armor Class:	8 (base; see below)
Hit Dice:	1 to 9
Move:	120'(40') (and see below)
Attacks:	1 bite or weapon/1 tail
Damage:	1-6 or 1-10/1-4 + special
No. Appearing:	Any
Save As:	Character class and level
Morale:	Any
Treasure Type:	Any
Alignment:	Any (mostly Chaotic)
XP Value:	By class and level

Description: The diaboli are a humanoid race of Nightmare creatures, of sizes equal to the range found in humans. Diaboli have well-muscled arms and legs, and their skin is bright red, shiny, and hairless. Their feet have split hooves like a pig's, and their hands have only three fingers each but are otherwise entirely human. The pupils of their eyes are vertical slits, similar to certain reptiles. The nose is usually longer and lumpier than a human's. A long, forked tongue, another reptilian feature, is equipped with the various senses of smell, sound, and heat detection. Two small horns protrude from the top of the head, but these are merely vestigial remains from early evolution, and are nearly useless. Each diabolus has a tail just slightly longer than its legs.

The diaboli are natives of the Prime Plane, but live in fifth dimensional space, a space made up of the third, fourth, and fifth dimension and referred to as the dimension of Nightmare. The homeworld(s) of player characters are near to, but never coincide with, those of the diaboli. Because of the alien perspective of the dimension of Nightmare, creatures from Normal space view Nightmare creatures as hideous monsters, even as the peaceful diaboli view Normal creatures as grotesque monstrosities.

Abilities and Limits: Diaboli abilities are mostly identical to those of normal men. Adventurous adult diaboli advance through the same character classes as those available to humans, and gain exactly the same abilities thereby. Diaboli are slightly more physically capable than humans, and can attack with bite and tail if no weapons are available. The tail is poisonous even to other Nightmare creatures, and a victim stung by the tail must save or be paralyzed for 1-6 rounds. All diaboli are immune to this venom.

The preferred tool of all adult diaboli is a barbless trident with an elongated handle. This can be used to attack (damage 1-10 plus strength bonus), but may also be used to communicate, enhance movement, and defend. If a diabolus does not attack in a round, it may defend with the trident, gaining a -5 bonus to its Armor Class. The trident can be used for silent but quite detailed communication, using a system of twirling and other motions understood by all adult diaboli. By using both its tail and its trident, a diabolus can use a form of acrobatic cartwheel movement at double the normal running rate, or 240 feet per round. The diabolus must concentrate when using this maneuver, and thus no other action is possible at the same time. Cartwheel movement incurs the same fatigue as running and it can be maintained for 30 rounds (5 minutes) at most, and must be followed by rest. The amount of time required for rest equals six times the amount spent cartwheeling.

Resistances: Each diabolus saves either as a normal man or as its corresponding character class and level. All other resistances applicable to mortal humans apply also to the diaboli.

A diabolus' base Armor Class is 8, slightly better than a normal human's because of natural defensive skills (gaining +2 to their AC). Diaboli wear various types of armor and can thus improve their base AC to a maximum of -3 (with shield and their equivalent of suit armor).

All diaboli are utterly unaffected by magical effects produced by creatures from the Normal dimension. Similarly, magical effects of diabolic origin cannot affect normals. No immunity or exceptional resistance applies to magical effects of Immortal origin.

Habits: The diaboli are a cheerful, well-meaning race. As with most Nightmare creatures, they believe that Chaos is the natural disorder of all things, and they try to bring its joys to all who are receptive to such ideas. They do not generally force their beliefs on those who disdain them.

Diabolic interrelations and culture are similar to humans' in many ways, but strikingly different in others. They promote chaos, chance, and inspiration, viewing order, laws, and disciplines as evil. They do practice customs, though a chaotic society, but each time a custom is practiced, it changes slightly. The diaboli have no set organization or rulers, of course, but they seem to manage very well without them.

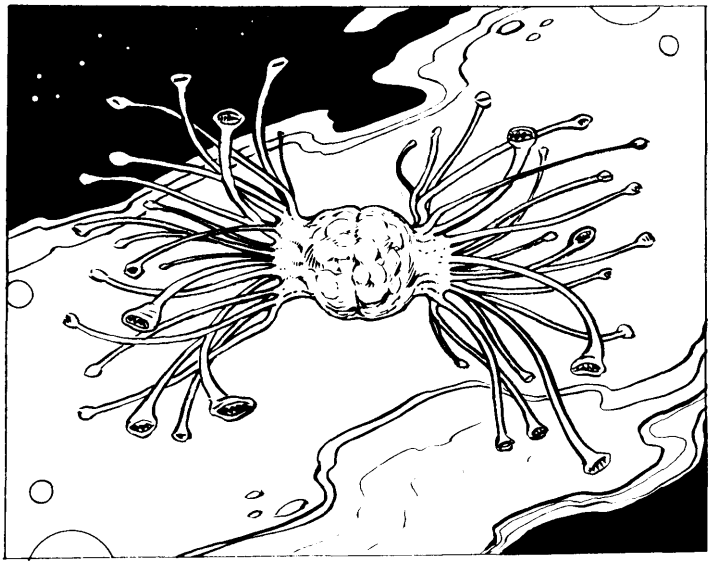
Background: Though both are native to the Prime Plane, the human and diaboli worlds are separate. The segregation is further aided by the opposed dimensional viewpoints of the races, as they thus have only one dimension in common. Although diaboli have existed for nearly as long as mankind, contact is extremely rare. Diaboli are aware of the existence of other planes, but only visit them occasionally by using magic. They strongly prefer their homeworlds.

The diaboli have little interest in war or weaponry, and follow a strict moral code of non-interference. Their technological base is far more primitive than man's, but their art forms, generosity, philosophy, and tolerant attitudes surpass those of humankind.

Some few diaboli explorers have encountered humans on rare occasions, and mutual horror was the natural result. Human legends have exaggerated these events, and the diaboli are thus much feared and maligned. They tell similar tales to their own young, describing the horrible hairy beings who invent all manner of tools to ensure the destruction of all life. Some diaboli religions maintain that humans are agents of evil. The misunderstandings will probably never be resolved on either side.

Some diaboli have achieved Immortality by following routes very similar to those available to humans and demi-humans. However, their Chaotic nature makes most diaboli unsuited to long periods within the Immortal hierarchy. They may be found in every Sphere, but are generally looked upon with suspicion.

The mortal diaboli are constantly watched and tended by the Immortals who consider them to be a viable alternative source for Immortals if the primary experiment with humans fails—should the overly aggressive humans eventually succeed in their apparently self-destructive goals. The diaboli are unaware of all this, of course, and though they may eventually mature and inherit control of the multiverse, they will not (as a race) be ready for this responsibility for many eons.



Draeden

Sphere:	Thought
Status:	Empyreal or Eternal
Power Points:	30 per HD (3,030-6,000)
Anti-Magic:	99%
Armor Class:	-20
Hit Dice:	101-200
Move:	18 miles (6 miles)
Attacks:	Up to 40 blows
Damage:	1-100 each
No. Appearing:	
Save As:	Immortal of equivalent PP total (Novice Empyreal to Eternal 1)
Morale:	
Treasure Type:	Special
Alignment:	Chaotic
XP Value:	101 HD: 7,587,500 (756 PP) 150 HD: 16,904,800 (1,690 PP) 200 HD: 30,126,500 (3,012 PP)

Description: Draedens are feared and respected by all who are aware of their existence. A draeden's true but rarely-seen appearance is a cluster of 20 tubular strands, all symmetrically attached at a central node and fanning out at both ends. Each strand has a mouth at each end, and contains a digestive passage leading to the central node. The node is the equivalent of a stomach, and contains several thousand boulders to aid digestion. These boulders range in size from 1-20 feet, and are made of solid diamond, worn to perfect smoothness by the acidic fluids. A draeden's intelligence resides throughout a neural network that spans most of the form. The creature's total length is about 1,000 feet per Hit Die. The width at the central node is 10% of the total length.

Although the six standard ability scores are inappropriate for describing this life form, treat each as maximum for Immortals (100). No ability score modifiers apply to a draeden's attacks in melee. Draedens have no Aura, but can understand Aura communication used by Immortals.

Abilities and Limits: Each creature who sees a draeden must make a standard Wisdom check (unmodified and using 1d100). If the check succeeds, the viewer sees the draeden's true form. All those failing the check believe that they see the deadliest, most invulnerable being imaginable. For most Immortals, draedens appear to be huge and powerful enemies from the Sphere of Entropy, usually Eternals or Hierarchs. Mortal humans and demi-humans usually see them as huge dragons.

If a draeden encounters matter it usually tries to eat it. The draeden may choose either a bite or swallow attack for each of its mouths, and may thus attack up to 20 different opponents with each end of its body. The flexible strands may reach far to each side, to a maximum range of one-third the creature's total length. A target cannot be swallowed if it measures more than 1,000 feet in any dimension. A draeden will not knowingly swallow anything that could pose a threat thereafter, preferring to bite until the target is dead.

A simple bite attack inflicts 1-100 points of damage. A swallow attack inflicts only 1-10 points initially, but the target takes 1-100 points per round thereafter from the monster's acidic digestive fluids. The draeden's interior is AC -10.

The creature has a Power ability believed to be unique to its race. By expending only 5 PP, a draeden can reproduce the exact type and strength of any incoming Power attack. In play, this new form of Power attack is called "Reflect." Example: An Immortal declares a Power attack against the draeden. The DM chooses to Reflect. Whatever force and type of attack is revealed by the attacker, the DM reveals an identical effect and force, but only deducts 5 PP as the cost to the monster.

Immortals cannot use, learn, or otherwise duplicate Reflect as a Power combat option.

Draedens can also employ all normal options of Power combat if they so choose. They may create all magical effects by using Power, but rarely do so. A draeden can cross any dimensional or planar boundary by expending 10 PP. If seriously threatened, a draeden will usually use magic to escape across dimensions or planar boundaries if possible.

Draedens sense their surroundings in some unknown way which cannot be blocked by any known means, magical or otherwise. They can use their mouths to speak any language they encounter. They regenerate PP, hit points, and ability scores at maximum rate (1 per round), in all environments, planes, and dimensions.

Resistances: A draeden's high Armor Class and ability scores, 99% A-M, and unique Power ability serve to protect it from most attack forms. It cannot be affected by normal weapons or poison, but has no other special immunities. A draeden saves as if it were a Novice Empyreal, although it is apparently mortal. If they are Immortal, the Home Planes of the draeden are among the infinite number of Outer planes as yet unexplored by the Immortals. (The discovery of one would be an event of the greatest magnitude, but even after millions of years of nearly constant searching, the Immortals have not succeeded in doing so.)

Habits: Draedens despise all elemental material, and dislike the substance of the Ethereal and Astral planes. They prefer to wander the depths of perfect vacuum, especially those of the Prime and Elemental planes.

Draedens usually avoid Immortals and their projects, but are occasionally encountered randomly. They sometimes attack Immortal projects for no apparent reason. Many Immortals have chosen to abandon minor projects rather than confront the offending draedens. Such attacks are very rare, as a state of truce technically exists between the Immortals and this fearsome race.

These creatures are very rarely encountered, and almost always travel singly. The only known instances of multiple draeden appearing have occurred when they deliberately gather to attack some Immortal outpost or project. As many as 20 draeden have united in this way at least once in the distant past. No event of this type has occurred for over 200 million years.

Obviously of incredibly high intelligence, draedens sometimes agree to negotiation if opponents are numerous and of Immortal status. However, they are quite arrogant and self-centered, and may suddenly reject all proposals for no apparent reason.

Background: Draedens are the descendants of beings that existed before the Immortals, beings who may have actually created part or all of the multiverse. Their exact population is unknown, but numbers at least 1,000. Draedens still consider the entire multiverse to be their domain. When Immortals assumed the responsibility for all of existence, the draedens became resentful. But after long strife and negotiations, they agreed to peace. They plan to outlast their enemies by simply waiting until the Immortals destroy themselves, leaving the multiverse to the draedens once again.

Dragon Ruler

Name	Status	XP Value vs. Immortal opponents
Pearl, the Moondragon	Temporal 4	349,750 (34 PP)
Opal, the Sundragon	Celestial 2	438,500 (43 PP)
Diamond, the Stardragon	Celestial 5	526,000 (52 PP)
The Great Dragon	Eternal 5	846,500 (84 PP)

Description: The rulers of dragonkind are described in the D&D *Master Set* (MDM pages 28-29). As noted there, all are Immortal.

Dragons and dragon rulers are not affiliated with any one Sphere. The dragon rulers do not progress within any hierarchy; all the statistics given are unvarying.

Abilities and Limits: The dragon rulers have no Power Points, but are completely unaffected by Power. Any opponent using a Power attack against a dragon ruler deducts the amount of PP chosen for the attack form used, but then immediately realizes that the attack had no effect, although no responding attack occurs. Probes used against them produce normal results. The creatures cannot shield themselves against probes.

If a dragon ruler's form is slain on any plane but its Home, its life force returns to the Home Plane, just as that of any Immortal. Each ruler has the ability to create a new physical form by destroying the spirit of one loyal follower and converting the resulting essence. Although this totally destroys the victim, the dragon spirits of the Home Plane find it a great honor to sacrifice themselves for their liege. It is a joyous occasion, not a sad one. Luckily, it is rarely necessary, as the dragon rulers care deeply for their subjects and avoid damage whenever possible.

Resistances: These beings have no A-M. In addition to the previously published spell and weapon immunities, they are immune to certain magical effects of Immortal origin. Lesser dragon rulers are immune to magical effects for which the base cost is 7 PP or less; the Great Dragon is immune to effect which costs 15 PP or less. The base cost is always used to determine immunities, never the total cost.

Dragon rulers save as their Immortal status equivalents (given on the chart above) against attacks of Immortal origin. On any plane but the Prime, they may likewise save to reduce the damage from any physical attack by half. They do not enjoy this benefit when on the Prime Plane, and thus always bring several attendants and allies when visiting.

Habits: Each of the dragon rulers has its own Home Plane. Immortals generally refer to this group of four adjacent Outer Planes as the Draconian Cluster, or simply the Four. They welcome visitors who are well-behaved. But woe to the disrespectful invader who may be attacked by thousands of dragons at once!

Each plane of the four is populated by the disembodied spirits of all dragons that have died in the past. All those of a single alignment stay within the plane of their ruler. The largest, bravest, most mature dragons—the draconian equivalent of epic heroes—earn the privilege of serving and living with the Great One. The dragon populations of each plane are approximately equal.

Once every 20 hours on the Outer Planes each spirit dragon can assume its original mortal form for up to 1 turn. Dragon spirits are reincarnated in mortal form once every 10,000 years and inhabit every Inner plane and many Outer planes. Dragon spirits bear no grudges against the slayers of their former mortal forms.

Dragons never attack draeden for any reason, and those creatures treat dragons with the same respect.

Background: Immortals believe that dragons and draedens are closely related, despite the extreme differences in their physical forms and abilities. Dragons certainly predate Immortals, as they were neutral bystanders during the great Draeden-Immortal war of the distant past. Dragons consider history to be irrelevant; they merely exist, fulfilling their function in the multiverse. They are party of the natural cycle of life. They provide a challenge to mortals to strive toward greatness in Immortality.

Elemental Creatures

Some of the elemental beings described in previous sets are capable of reaching Immortality. This is very rare, but possible.

Each type of elemental material corresponds to a single Sphere. Elemental races that are not true Elementals are thus limited to Immortal status within their corresponding Spheres. The routes to Immortality for these creatures are somewhat different from those available to player characters, but are not detailed here.

Normal Elementals are not ambitious, and cannot reach this level. Elemental rulers (described in the D&D *Master Set)* are content to serve as lords of their own kind. Their lifespans are so long that they see no reason to follow the difficult route to Immortality. But each race of elementals has an Immortal sponsor and protector. These beings, are called the elemasters.

Some exceptional individuals of other races native to the elemental planes do seek and occasionally achieve Immortality. These races are described in the D&D® *Companion Set,* and include the haouu and sshai (air), horde-beings and kryst (earth), helions (fire), and hydrax and undines (water). Of the noteworthy djinn (air) and efreet (fire), only their rulers, the pashas and amirs (respectively), may strive for Immortality.

These beings are not described in this set. If you wish to include them in your Immortal games, use the same procedures for converting mortal characters to Immortal status (Players Book, page 14) to the monster descriptions, and add powers as needed. All of these creatures have mental ability scores, usually in the same range as mortal characters. Their physical scores are 1-6 points greater than humans'. Note that special abilities, including spell effects, are lost as the wider Immortal powers are gained.

Notes on another elemental creature, the phoenix, appear on page 46.

Elemaster

Sphere:	Element equivalent
Status:	Hierarch 2
Power Points:	12,000
Anti-Magic:	90%
Armor Class:	-18
Hit Dice:	42
Move:	As Immortal
Attacks:	4 fist strikes
Damage:	Up to 100 (each)
No. Appearing:	1 (unique)
Save As:	Hierarch 2
Morale:	Special
Treasure Type:	Special
Alignment:	Neutral
XP Value:	9,539,250 (953 PP)

Description: The elemasters are high-ranking aides who directly serve the Full Hierarchs of the Spheres. They represent and rule all of the elementals of the multiverse.

An elemaster's normal form is similar to its elemental type, but 20 feet tall. It is able to shrink or grow at will, to a minimum height of one inch, and a maximum of 300 feet. This ability is innate, non-magical, and requires no Power expenditure.

Abilities and Limits: An elemaster can use all forms of Power combat, and may expend Power to create any magical effect within its Sphere, at half normal cost (rounded up). Elemasters may create effects of other Spheres, but at 10 times the usual cost (cumulative with the multiplier for dominance).

The elemasters' normal forms are carefully designed and expensive to create so they are careful to avoid this destruction if possible. Each has the full ability scores of the elemaster, all of which are 75 (+ 13 modifier). Each elemaster has standard Aura power. Any ability score check manipulating the represented element is never penalized for difficulty (though bonuses for ease apply frequently). For example, if the Earthmaster tries to hurl an asteroid with a mass of billions of tons at an opponent, the base 75% chance of success (equal to its Strength score) applies without penalty.

Though of "trainee Hierarch" status, the elemasters cannot progress further, and can never become Full Hierarchs.

Resistances: The elemasters have 90% A-M, but usually negate it if they plan to create magical effects. They are completely immune to all mortal magic. They are immune to magical effects of Immortal origin that have a base cost of 15 PP or less. In addition, they are unaffected by all mind attacks except direct ability score attacks, all magic that could cause instant death (including *disintegrate),* and blows from weapons of + 4 or lesser enchantment. All standard Immortal saving throws apply as well.

Habits: The business of the elemasters is primarily administrative, as their realms are vast. They spend much of this time visiting and examining their subjects, often stifling their auras and masquerading as young elementals. The local rulers of the elemental planes (detailed in the D&D *Master Set)* are aware of this, and never shirk their duties, lest they be under secret observation.

Background: The elemasters achieved Immortality long ago, and now protect their exalted positions by preventing any other true Elementals from reaching Immortal status. They are vain and self-centered, but extremely powerful and superb at their tasks. The Immortals tolerate them for this reason and for fear that, if sufficiently irritated, an elemaster may upset the balance of the elements in the Prime plane.

Flicker

Sphere:	Energy
Status:	Mortal
Power Points:	100-1,000 (1d10 x 100)
Anti-Magic:	100% (None vs. Energy effects)
Armor Class:	None
Hit Dice:	9
Move:	Any (see below)
Attacks:	None (Power only)
Damage:	None
No. Appearing:	1-4
Save As:	N/A
Morale:	9
Treasure Type:	Nil
Alignment:	Chaotic
XP Value:	8,600

Description: A flicker is a being composed entirely of light energy. It appears as a strand of multi-colored light. This strand is only 1/4 inch in diameter, but a number of feet long equal to the creature's Intelligence score.

One end of the light strand moves in a complex path within a small space (about 100 cubic feet), and the rest of the strand appears to follow the leading end's path. Movement may be very slow or extremely rapid—indeed, as fast as light itself. The creature may thus appear to normal vision as a glowing symbol or as a written word.

The maximum movement rate of a flicker is half that of an incorporeal Immortal—63,360 feet (12 miles) per round. Flickers usually choose to move much more slowly, at rates similar to those of other life forms nearby, unless seriously threatened. They may accelerate to full speed instantly.

Abilities and Limits: These creatures have minds similar to those of Immortals, with Intelligence and Wisdom scores ranging from 17-28 (1dl2 + 16). They may use all forms of Power combat, but cannot create any magical effect. They have learned to use Power to cross planar boundaries (50 PP cost), but in a unique non-magical way. Power loss or usage regenerates at standard rates.

Since flickers have no material forms, the abilities and statistics dependent thereon do not apply to these creatures. They actually do not sense matter in any way, and are able to move through it with ease.

Resistances: Flickers are completely immune to the effects of matter, time, thought, and all magical effects other than those of Energy. For each full round that a flicker remains within fire or any magical energy effect, the creature may either regenerate damage or permanently gain 1 Power Point (to a maximum of 1,000 PP). Flickers do not otherwise regenerate, and are not classified as regenerating creatures.

Habits: Flickers communicate with each other by the patterns formed by their movements. These patterns can be understood by Immortals (in a manner similar to that used in Aura communication), or by anyone using *read magic.*

A flicker's mood can be detected without magical aid. Its patterns contain smooth, flowing lines when the creature is happy or peaceful. The patterns become jagged and irregular as the flicker's excitement or irritation increases. Color is another good indicator of mood, but the meanings of all the subtle hues of which the creature is capable are difficult to interpret fully.

This life form is common in the Astral Plane, and occasionally found in Outer Planes of Energy and the Elemental Plane of Fire. Flickers do not enter any other plane voluntarily, and die immediately if forced to do so unless carefully protected by total immersion in fire or energy.

Background: This race began, long ago, in the Home Plane of an Immortal of Energy. They developed intelligence through evolution, and eventually learned to leave their own plane. Their existance is well-known to Immortals, many of whom treat them (somewhat insultingly) as pets.

Immortals

As Dungeon Master, you may wish to create a roster of some or all of the 2,000 Immortals of the five Spheres of power. By creating your own list and populating the Immortal hierarchy with individuals of your own design, you have a free hand. You may wish to research and use the beings of classic Greek myths, or you may prefer the Roman to populate your courts of Immortals. You will find much of mythological interest in the tales of ancient Scandinavia, or you may prefer an entirely original creation of fantastic beings of your own invention. Or you may wish to mix several myths together, as we have done in presenting the "known" artifacts of the D&D *Master Set.* By choosing your own path, you avoid the pitfall of the player who reads the details of a published roster and acts according to knowledge of which the character would be ignorant.

All that is given here is a starting point. The game details for NPC Immortals of every level are the same as those for PCs, so refer to the appropriate Tables and other sections when you need such information.

Some of the first beings encountered by new Immortal player characters are their peers, the other Initiates and Temporals of their Spheres. Draw on your experience as a Dungeon Master, simply recast old but memorable personalities in these new roles. By using characters that were portrayed by former players, or those provided in some published game adventures, you can create NPCs with personalities and who are also driven by understandable motivations. Introduce them with care, for unlike the low-level NPCs whose exit can be as hasty and ill-planned as their entrance, these NPCs may be around for a while—possibly forever!

Everyone likes to know who's in charge, and new PC Immortals will be no exception. Thus, select Hierarchs for the Spheres before you start play. If you use a blend of various myths, the following individuals are recommended. They are vague enough to be unpredictable, but are similar to the major figures of ancient myths. For any Hierarch, all powers and ability scores should be at maximum level.

Finally, be sure to assign positions to the names of Immortals that players recall as being creators of the Known Artifacts. Their personalities should be appropriate to their sphere. The powers and ability scores of these lesser Immortals should be typical for their respective levels.

Sphere of Matter
Full Hierarch: Mother Earth, Terra, Djaea
Hierarch 3: Ouranos (creator of the Sakkrad)
Eternal 5: Maat (creator of Ivory Plume)
Empyreal 2: Wayland (creator of Armet)
Celestial 3: Ilmarinen (creator of Automoton)

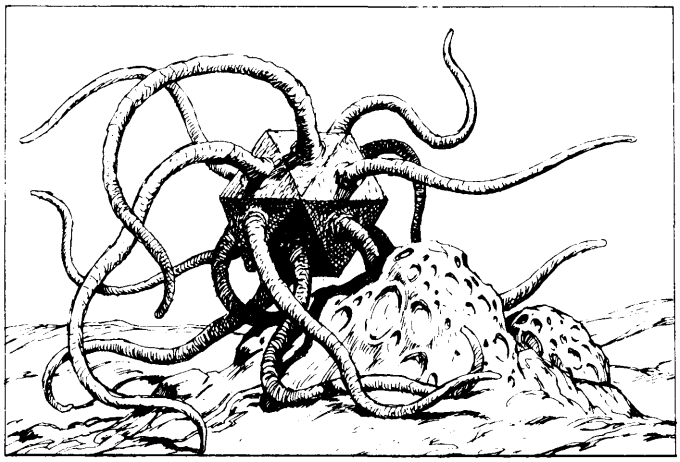
Sphere of Energy
Full Hierarch: Light, Pyro, Solarios
Empyreal 3: The Korrigans (9 elves, creator of the Comb)
Empyreal 1: Ninsun (creator of Glaring Eye)
Celestial 3: Saturnius (creator of Pileus)
Celestial 4: Idraote (creator of Girdle)

Sphere of Time
Full Hierarch: Father Time, Grim Reaper, Khoronus
Empyreal 5: Verthandi (creator of Invincible Hourglass)
Celestial 3: Simurgh (creator of the Claw)
Celestial 2: Hymir (creator of Steaming Cauldron)

Sphere of Thought
Full Hierarch: News, Noumena
Eternal 2: Tyche (creator of Diamond Orb)
Empyreal 4: Ssu-Ma (creator of Tome)
Celestial 1: Sinbad (creator of Rainbow Scarf)

Sphere of Entropy
Full Hierarch: Night, Old Nick, Nyx
Eternal 3: Masauwu (creator of Fiery Brand)
Celestial 3: Skuld (creator of Ortnit's lance)

Not all Immortals of Entropy are demons. The ranks of demons are merely one group of this Sphere's population.



Juniper

Sphere:	Time
Status:	Mortal
Power Points:	5 per Hit Die
Anti-Magic:	100% (or None vs. Time magic)
Armor Class:	-7 (body) or -2 (arms)
Hit Dice:	11 to 30
Hit points:	5 per Hit Die
Move:	450'(150')
Attacks:	12 arms (maximum 5 per target)
Damage:	2-12 each + Special (see below)
No. Appearing:	1-8
Save As:	Initiate
Morale:	8 (vs. Immortals) or 1 1
Treasure Type:	None
Alignment:	Neutral
XP Value:	11 HD: 7,500 20 HD: 16,775 (1 PP) 30 HD: 38,750(3 PP)

Description: Jumpers are intelligent life forms that feed on time. They appear very similar to marine brittle-starfish, with small bodies and long slender arms. Each is far larger than the aquatic version, the body measuring about 1 inch across per Hit Die, and the arms 1 foot per Hit Die. The body has the shape of a dodecahedron (1dl2), and an arm extends from the center of each of the 12 sides.

Abilities and Limits: A jumper may use a maximum of five arms against any one victim, but can otherwise attack up to 12 times per round. Though its arm inflicts points of damage, the jumper also steals time from its victims. Any mortal victim is aged 10-40 years (no saving throw) per hit. Any Immortal struck must save vs. Power Drain for each blow. If this roll is successful, the character temporarily loses 1-10 PP. If it fails, the character's life force (only) jumps 5 rounds forward in time.

In play, this time-jump has a striking effect. The victim's form collapses, and no trace of life force remains. But unlike a typical physical death, the life force cannot be found nearby. The life force reappears in the same location 5 rounds after it vanished. If the body is also there, it animates immediately. If the body is moved during the interim, the life force reappears outside of it. The victim may reinhabit the form in the usual way, by moving into it and expending 50 PP to regain control.

For each successful time-jump it causes, a jumper is cured of 5 hp of damage and regains 5 PP. These are applied in the same manner as normal cures, only restoring hp or PP lost or expended, to a maximum of the creature's original totals.

The creature may ignore any victim who is jumped ahead in time, as its attacks can only inflict damage to the uninhabited form, and produce no curative effect on the jumper. The jump effect is produced only by the creature's will, and can be omitted from the attack if the jumper chooses not to use it.

Jumpers may use all forms of Power combat, but they fear such attacks because they have so little power. If their motives for attacking are strong, they may Wrap defensively while continuing their assault.

Jumper ability scores are all typically 21 to 26. They cannot create magical effects. They move by very rapid but non-magical flying, and communicate by telepathy.

Resistances: Jumpers arc completely unaffected by most magic, but have no special resistance to magical effects of their own Sphere of Time. Standard saving throws apply, made as if the jumpers were Initiate Immortals. Despite this, they are entirely mortal.

Habits: Jumpers are thieves whose self-interest is always paramount. They may be hired for payment in time units, usually demanding 5-50 days per mission (per jumper). They normally insist on payment before providing service, but they fear Immortals enough that once paid, they can be relied upon.

The payment can be contributed by up to two individuals per jumper. To collect, the creature gently wraps five arms around the victim, so that no physical damage is inflicted, and then concentrates deeply. The victim (having agreed to the payment) gets no saving throw, and is suddenly jumped forward by the agreed-upon amount after the jumper concentrates for a few rounds.

A jumper with full PP and hp totals gains 1 Hit Die for each 5 days of time that it eats. It gains a corresponding amount of hp, PP, and physical size for each Hit Die gained.

Background: These odd creatures were created by a former Hierarch of the Sphere of Time, who granted them some characteristics of Initiates for their own protection. They thrived and spread quickly, and are now common sights on the Outer and Astral planes. When each new Immortal of Time gains a Home Plane, a flock of these creatures (3-24, each with 11-18 Hit Dice) soon arrive to seek employment. If none are hired, they may retaliate as a group by stealing something.

Megalith

Sphere:	Matter
Status:	Empyreal
Power Points:	5,000
Anti-Magic:	75%
Armor Class:	-5 (core) or + 15 (mantle)
Hit Dice:	Unknown (see below)
Move:	Constant (sec below)
Attacks:	See below
Damage:	See below
No. Appearing:	1
Save As:	Empyreal 5
Morale:	12 +
Treasure Type:	Self
Alignment:	See below (Habits)
XP Value:	Not applicable

Description: Megaliths are the largest known life forms in the multiverse. They may be related to baaka (q.v.), but are of a greater order of magnitude, and are as yet classified as a different life form. A megalith may, at first sighting, appear to be a planetary body. In its long dormant phase, it may be indistinguishable from a planet.

The smallest known megalith is about 3,000 miles in diameter; the largest, over a million. The average weight of a megalith's form varies from 100 to 500 pounds per cubic foot. Its exact Hit Dice are unknown, and of no practical use in games, but are believed by Immortals to be about 1 per mile of the creature's diameter.

A megalith's body has two distinct parts. Its center, in which the life essence resides, is a warm, solid core weighing almost 20% of the total mass. This core, effectively the creature's brain, is protected by an outer covering of mixed solid and liquid matter. This covering is called its mantle, and can withstand nearly any imaginable attack due to its sheer size.

Over long periods of time, very thin layers of earth, water, and air collect on the creature's surface. Most transient life forms present during a megalith's active phase confine themselves to these added layers, and rarely penetrate any large fraction of the mantle.

Abilities and Limits: In its active phase, a megalith can use all forms of Power attacks, and can create any magical effect within its Sphere by standard procedures. The range of such effects is measured from the creature's outer edge, not the core. A megalith in dormant phase is immune to Power and magical attacks.

Megalith Strength and Constitution scores are extremely high. They vary by the creature's size, with a minimum of 1,000 (virtually incomprehensible even to Immortals). Megaliths have no Dexterity whatsoever, and are immune to direct attacks on that ability score. Mental ability scores, including Charisma, are of the usual range for Empyreals (50 to 75).

During its active phase, a megalith can communicate by gentle, subtle manipulations of the surface of its mantle. The only mortals able to understand megalith "speech" are specialists called druids, and even they do not fully understand the process or the implications. Immortal intelligence, augmented by magical aids such as *telepathy,* can establish two-way communication with megaliths in active phase.

During its dormant phase, a megalith rejects all attempts at communication, and will instinctively use its mantle to defend itself or to repel irritants. Its physical attacks include great earthquakes and huge volcanic eruptions. The latter may be used to hurl large quantities of lava (molten liquid matter) to a maximum range equal to the megalith's diameter. The combined force and heat of the lava causes an amount of damage equal to the megalith's Hit Dice, thus instantly slaying any victim hit and utterly obliterating any object, even an artifact. An Immortal may make a Dexterity check to avoid being struck, with bonuses or penalties based on the amount of warning indicated by the circumstances.

Resistances: A megalith's core has 75% A-M and is immune to direct Dexterity attacks, but has no other special defenses other than its protective mantle. Only the core life force can be attacked by Power or ability score attacks, and the process of physically reaching it can be difficult.

Habits: The monotony of a megalith's life is broken by cycles. Each cycle consists of two phases, active and dormant. In the active cycle, the megalith is fully awake and Lawful in alignment. It observes its surroundings and examines itself constantly, noting the appearance and disappearance of life forms on and within it aiding their development and defending itself. Of generally good intentions, a megalith will try to avoid unexpected movements while awake, for such can damage or destroy the life forms. The active phase lasts for 10,000-1,000,000 years (1d100 x [illegible])

Near the end of its active cycle, a megalith loses interest in its surroundings. It cools its outer parts by rotating with increasing speed, slowing only after all extraneous material (such as water, life forms, etc.) is discarded. It then withdraws its life force to some central point, finally lapsing into a dormant phase (similar to animal hibernation). During this phase it ignores most activity within, on, and around itself, and becomes Chaotic in alignment reacting randomly and instinctively. Whether it dreams or not, who can tell.

Background: All the known megaliths were created at the same time as the multiverse. The home planet of all PCs is a megalith, now nearing the midpoint of its active phase. The Immortals made special arrangements with this creature, who is known to them as Urt, before starting to cultivate life forms upon and within it.

Nightmare Creatures

Life forms who live in fifth dimensional space comprised of the third, fourth, and fifth dimension of Nightmare, perceive the five dimensions in a way exactly opposite to the human viewpoint. These are commonly called Nightmare creatures. One such creature is the malfera (D&D *Companion Set,* DMC page 34); another is the diabolus, described earlier in this section. Beings such as humans are called Normals for they live in Normal space comprised of the first three dimensions.

Nightmare creatures are viewed by Normals as horrible, malevolent beings. Some Immortals share this view, but the feeling is by no means universal, and the diaboli are a noteworthy exception to the general rule. The Nightmare creatures view all mortal normals and most Immortals with much the same horror. Some Nightmare creatures are indeed evil, but some are good, and most are neutrally motivated. Alignment applies to these the same as it does to Normals, though the Nightmare beings' views of behavior are again opposite to the views of Normals. They find Chaos to be the natural disorder of all things, and believe Law to be unnatural and often with evil motivation. Among Nightmare beings, the different viewpoints of behavior and motivation occur in much the same proportions as they do in Normals.

All Nightmare creatures are poisonous to Normals. Normals are likewise poisonous to Nightmare creatures! This is not a commonly known fact, for most adventurers use weapons, magic, and other devices, and do not bite or claw their opponents. Magically created creatures of any sort are not poisonous in this way; for example, the attacks of a gargoyle (a magically created construct) are not poisonous to Nightmare creatures. Nightmare creatures are not poisonous to Immortals, and the reverse applies as well.

When a *wish* or other powerful magic is used to force a Nightmare creature into the dimensional space of Normals, the victim must make a successful saving throw vs. Spell or go insane. If it fails, the creature becomes uncontrollable, ignores all attempts at communication, and will automatically attack everyone around it, always fighting to the death. The same procedure and results apply when a Normal is forced into the dimensional space of Nightmares. However, any creature who voluntarily travels in this way (from either dimensional viewpoint) simply fails to enter the other dimension if the saving throw is failed, and suffers no ill effects. Only magical means can cure this insanity.

Creatures

The many life forms "native" to the dimensional space of Nightmares are as wide in variety as those encountered in normal D&D games. You may create creatures of your own, but remember that their origins and ancestors may differ wildly from the mammalian emphasis of the PC homeworlds, as should be evident from the descriptions of the malfera and the diaboli.

Refer to page 4 for more information on the five dimensions of the known multiverse.

Nipper

Sphere:	None
Status:	Mortal
Power Points:	None
Anti-Magic:	None
Armor Class:	0
Hit Dice:	1 (1 hit point)
Move (flying):	240'(80')
Attacks:	1 swarm
Damage:	1andspecial
No. Appearing:	3-60
Save As:	Fighter 1
Morale:	
Treasure Type:	None
Alignment:	Neutral
XP Value:	50 (1 PP per swarm)

Description: The nipper is a potentially dangerous pest common in the Astral Plane. It is similar in appearance to a tiny centipede with 12 legs and jagged mandibles, but is rarely more than 1/4 inch long.

Abilities and Limits: Nippers are unintelligent. They can sense warmth and are attracted by motion. When a flock of nippers senses a victim, they quickly swarm to the attack. They all try to burrow into the victim's body. If multiple targets are possible, a swarm of nippers may attack two different ones, dividing into two swarms of roughly equal size. They ignore other targets, never splitting their swarm more than once.

No Hit roll is made for the swarm attack. Instead, the armor class penetrated is indicated by the Hit roll number equal to the number of nippers attacking the victim. For example, the attack of 10 nippers will automatically hit AC 9, 20 nippers hit AC -1 through -5, 30 nippers hit AC -15 through -19, and so forth (refer each time to the standard Hit chart for creatures of 1 HD). If this non-random Hit roll indicates success, the number of nippers that succeed in penetrating their victim is equal to the difference between the victim's Armor Class and the Armor Class hit. For example, an Immortal with AC -3 attacked by 22 nippers (which can hit AC -7) is automatically infested by four nippers. The victim takes only 1 point of damage for each invading nipper, and suffers no ill effects from nippers that do not penetrate.

Once a nipper is within a victim's body, it quickly reproduces and bears live young. It can accomplish this alone and at remarkable speed, producing 2-20 young within 1 round, and 1-10 more each round for 5 rounds thereafter. Each young nipper feeds immediately after birth. For each newborn nipper, the victim takes 1 point of damage and must make a standard Constitution check. If failed, the victim permanently loses 1-4 points of Constitution. The effect is so severe that the loss affects an Immortal victim's actual essence, not merely the form used. An Immortal can avoid extensive damage by simply vacating his or her material form. Damage to the form thereafter does not affect the Immortal's life force.

The young require 1 full turn to reach maturity. If still within a host, each reproduces again.

Resistances: Nippers have no resistance to any attack form, and save only as 1st level mortal Fighters. They are not a disease, merely parasites. They may be easily exterminated *en masse* by area effects if attacked before they can swarm upon a victim. A standard magical *fire ball cast* at a typical flock of nippers will incinerate 21-30 of them.

Nippers may also be located by probes and destroyed by Power attacks even after they enter a victim. However, a victim's A-M may interfere with magical attempts to attack them at this late stage.

Habits: Nippers can apparently live in the Astral Plane indefinitely without sustenance of any sort. They may float about for years in search of a host body. Unfortunately, nippers do not seem to like the taste of proteans, and usually avoid them. They also have no apparent effect on draeden. Nippers die instantly in any environment except that of the Astral Plane, and thus pose no threat to most inhabited worlds.

Background: Immortals view nippers with much the same disdain as humans view insects. They are generally hated and occasionally subjected to mass attempts at extermination, but their species survives nevertheless. Though they might originally have come from some other plane, they are now native to the Astral.

Notion

Sphere:	Thought
Status:	Initiate
Power Points:	250
Anti-Magic:	40%
Armor Class:	-12
Hit Dice:	5 to 50
Move:	72 miles (24 miles)
Attacks:	2 thoughts
Damage:	Special (see below)
No. Appearing:	1-8
Save As:	Initiate
Morale:	9
Treasure Type:	Nil
Alignment:	Neutral
XP Value*:	5 HD: 5,125 25 HD: 105,500 (10 PP) 50 HD: 299,250 (29 PP)

* The DM may reduce or omit XP awards for defeating notions which are benign or relatively insignificant to play.

Description: Notions are creatures of nearly pure thought, often completely undetectable (see Resistances). At rest, a notion appears as a lacy network of strands of air, similar to a small and loosely woven net. Its surface area is about 1 square foot per Hit Die. It may flutter about in this form, or may curl up into a tiny ball of airy fluff of extremely small size.

Abilities and Limits: Notions can use Power only to probe and shield. They are unable to initiate Power attacks, and automatically lose when attacked in this way. They cannot produce magical effects. They have no ability scores except Intelligence (which equals about 1 point per Hit Die), and are immune to all inapplicable ability score attacks. A notion flees immediately if its Intelligence is attacked directly.

Each notion has a specialty, a concept or emotion that makes up its essence. Notions and Immortals refer to this specialty as the notion's flavor. Though many are similar, each individual notion is a blend of specific thoughts. Notions with relatively low Hit Dice have weak flavor (minor effect); those of high Hit Dice contain very strong flavor (intense effect). In play, the greater the Hit Dice, the stronger the effect. Typical flavors (effects) of notions are listed below.

Notions rarely attack with evil intent, but may attack simply for entertainment or at the request of some other creature. A notion simply swoops near a victim. A successful Hit roll means that the victim is affected by the notion's essence. Mortal victims gain no saving throw, but those of Immortal status may make a modified Intelligence check to avoid the effect. Apply standard difficulty modifiers to this check, based on the Hit Dice of the attacking notion. Modify the check as Easy for notions of 5-14 Hit Dice, Average for 15-30 Hit Dice, and Difficult for notions of 31 or more Hit Dice.

A victim affected by a notion's attack immediately reacts to the notion. If the notion's current Power total is not at full strength, it regains 1-6 PP for each victim affected by it. It is unknown just where this Power comes from; the victim suffers no loss.

Any notion may attack at up to two targets per round. Large notions may choose to float down on a group of targets, rather than swooping at individuals. This is limited by the notion's physical size and by the locations of the victims.

The duration of the effect of a notion's attack is determined randomly. Mortal victims may make a saving throw vs. Spell once per hour, success indicating that the effect decreases to proportions which can be either controlled or ignored (player's choice). Immortals may save vs. Magic Spell each round, with the same results. There are two races of notions, the white, or positive thought, and the gray, or destructive, negative thought.

Typical Notion Flavors

alertness, unconcern	love, hate
certainty, doubt	optimism, pessimism
comprehension, misinterpretation	peace, rage
curiosity, indifference	pleasure, sorrow
fondness, dislike	pragmatism, absurdity
honesty, evasiveness	sanity, insanity
judgment (good or bad)	

Thousands of other types are certainly possible. Space does not permit full definitions of each term to be included here. Consult a good dictionary for subtleties of meanings of these terms.

The DM should privately reveal the flavor and strength of a notion to the player of the character affected. The exact Hit Dice of the creature need not be revealed. The player should make every attempt to add that effect to the character's reaction in a degree equal to the hit dice of the creature, and continuing until a saving throw indicates that the effect has abated.

Example: A character affected by a 5 Hit Die notion of hate would become a bit irritated with one other person for no apparent reason. Hate notions of progressively greater Hit Dice would produce correspondingly greater effects, increasing both the number of other victims and the intensity of the hatred. In this case, the hatred need not lead to attacks; the individual might instead make a few insults and stomp off. The effects of notions should never in themselves produce irrational violence, though that may be the result if combined with circumstances.

Resistances: A notion is invisible in an environment of earth, fire, water, or vacuum, but can be seen with magical aid (or by innate Immortal *truesight).* These areas are neutrally biased for notions, allowing regeneration of Power and hit points at the standard rate of 1 point per turn. In air, ether, or the Astral Plane a notion simply cannot be detected by any normal or magical means. These areas are friendly biased for notions, producing fast regeneration. The only areas hostily biased are those of the Sphere of Entropy.

A notion's location may be accurately found by use of Power. A probe used to find an unseen notion may fail to do so; the chance of success is 2 in 6. Once the notion is located in this way, the Immortal may continue to know its location by renewing the probe each round. However, if the creature uses Power to shield itself, it becomes utterly undetectable. A *wish* may be used to overcome this by enhancing the probe or negating the shield for one round.

Notions can be affected by any magic that affects air or thought, but are immune to all other types.

Habits: Notions are a friendly, inquisitive race, and mean no harm to anyone. Their personal habits are unknown. They sometimes reproduce simply by swooping at each other. Occasionally this interaction of two notions creates a new one, apparently instantaneously. Depending on its exact scope, the new notion may have any number of Hit Dice, up to a maximum of the total of the parent notions. Thus when two notions come together, nothing may result, or a small inspired notion may result, or they may form a major new nation, more complex than before. Notions of a single type are rarely found together. The creatures seem to prefer to congregate with others of widely different flavors.

Notions can be persuaded to perform services in exchange for payment in high emotional states. Individual notions have their own preference for payment, usually from an emotion corresponding to their own makeup. A creature willing to pay the price will be unable to experience the emotion for 1-20 days per HD of the notion.

Background: A powerful Immortal of Thought grew bored with his work, and chose to disperse his essence and return to mortal life. His well-meaning aide granted his new personality a minor gift to aid his survival, but the gift had a side effect. During a dream one fateful night, his mind was able to enter the Dimension of Nightmares, and his thoughts took on real forms which kept their existence after he awoke. The notions are the descendants of one of his more pleasant thoughts during that brief visit.

With the rise of human and demi-human powers, notions have become very common on the Prime Plane. They are perhaps the most widespread life form in the Outer Planes of Thought, serving many Immortals of that Sphere.

Phoenix

	Lesser	*Greater*
Sphere:	Energy	Energy
Status:	Mortal	Mortal
Power Points:	100	200
XP Value:	Lesser: 11,400(1 PP)	
	Greater: 22,375 (2 PP)	

As described in the D&D *Master Set* (MDM page 41), phoenixes are native to the Elemental Plane of Fire. They were created and granted a limited use of Power by Phoebus, currently an Eternal of Energy.

Having merely animal intelligence, the phoenix cannot control its Power. It uses it instinctively. Power always radiates from it as pure energy, taking the appearance of intense flame. The creature regenerates Power at a rate which exactly matches its expenditure, 1 point per round.

When a phoenix' form is slain, a burst of additional Power is released, creating an explosive effect (as detailed in MDM, pg. 41). This uses an extra 5 PP, which do not fully return for 24 hours. The explosion creates the same effect as a *raise dead fully,* and the phoenix thus arises 1 round later, alive and fully cured once again. A phoenix can be permanently slain, if subjected to enough "deaths" in quick succession to drain all of its Power.

The phoenix despises captivity of any sort (including paralysis), and fears Power attacks. In the event of either, it instinctively Wraps itself and immediately teleports in a random direction, expending 5 PP in the process. The effect is that of a long-range *dimension door to* a place either 36,000 feet away (10 times normal) or, if that location is occupied by a solid, to the next vacant area in the same direction. The magical movement thus never fails to work unless insufficient Power remains to activate it.

Each such shift has a 1 % chance of error. If this occurs, the shift crosses the nearest planar boundary instead of a dimensional one. A phoenix may thus be occasionally found on planes other than its own.

Phoenixes have been captured alive, but the process is obviously very difficult. The only known victors in the attempts were Immortals, using complex and carefully planned strategies.

Protean

	Local (Giant)	*Astral*
Sphere:	None	None
Status:	Mortal	Mortal
Power Points:	0or10-100	10 per Hit Die
Anti-Magic:	None	1 % per Hit Die
Armor Class:	10 to 8	0
Hit Dice:	10-100	10-1,000
Move:	120'(30') to 240'(60')	30'(10')per Hit Die
Attacks:	1	1 per 10 Hit Dice
Damage:	2-12 to 4-24	1perHitDie
No. Appearing:	1(1)	1(1)
Save As:	Fighter 7	Fighter 36
Morale:	10	
Treasure Type:	Nil	Special
Alignment:	Neutral	Neutral
XP Value:	Local (without Power)	Astral
	HD 10: 500	HD 10: 5,000
	HD 100: 11,125(1 PP)	HD 100: 337,375 (33 PP)
	Local (with Power use)	HD 1,000: 26,032,400 (2,603 PP)
	HD 10: 2,375 to 4,250	
	HD 100: 65,500 (6 PP) to 119,875(11 PP)	

Half XP value is awarded for all form of Proteans because of their very limited Intelligence.

Description: Proteans are the most widespread life form in the entire Prime Plane, including the PC homeworld(s). They are almost entirely unknown to mortals, since they are usually limited to microscopic size by the conditions of that plane. The few mortals even aware of the existence of proteans call them amoebas.

At rest, a protean has a form similar to a thin circular disc. Its thickness is about 1 % of its width. Its circumference is about 6 feet per Hit Die. When it moves or attacks, a protean's form is irregular.

Whatever their size, proteans are very simple single-celled organisms. In the Prime Plane, they are occasionally encountered in "giant" size. In the Astral and Outer Planes, they can grow to nearly any size.

Proteans may be assigned Strength and Constitution scores for combat purposes. Each score is usually 1 point per Hit Die of the monster, and scores over 100 are possible. Protean Intelligence, Wisdom, Dexterity, and Charisma scores are negligible, and these cannot be attacked directly in ability score combat.

Abilities and Limits: A protean extends a finger of protoplasm to envelop its victim at the same time, and secretes acidic digestive juices to consume its food. The damage given is used for both the attack and each round while enveloped.

Astral proteans are able to attack multiple opponents simultaneously, to a maximum of 1 target for each 10 Hit Dice. The largest known protean can attack up to 100 opponents each round. Only one attack can be made against any one opponent.

An astral protean moves and attacks by using Power. Its intelligence is rudimentary at best, but sufficient for this purpose. It is unable to probe or shield, but may use all types of Power attacks. It cannot produce magical effects.

Resistances: With 1% A-M per Hit Die, large proteans are effectively immune to magical effects due to their sheer size. All proteans can be damaged by normal blows, and are usually very easy to hit. Proteans of 20 or more Hit Dice are effectively immune to poison, able to identify and isolate it before damage can occur. At least half of its volume must be poisoned for it to suffer ill effects from poisoning.

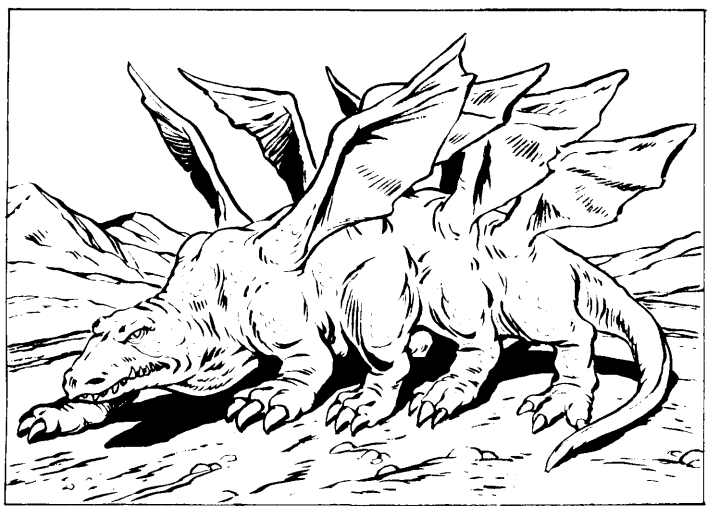
Habits: A protean has little or no thought, and is thus quite predictable. It will instinctively reach for objects of all sorts, and can digest any solid or liquid. Proteans do not react to light or darkness. They tend to retreat from serious danger if they recognize it as such.

Protean hit points increase as they feed, to a maximum of 8 points per Hit Die. When this limit is reached, a protean may reproduce. It requires 1 hour per Hit Die to prepare to reproduce. After this time, the protean splits into two halves, each with exactly half the size, Hit

Dice, and hit points of the original. The division process takes 1 turn per Hit Die. During division, a protean can only attack a maximum of one opponent per round.

Background: Proteans originated on the Prime Plane, and were some of the first forms of animal life. Despite Immortal efforts to quarantine proteans therein, the first human adventurers to discover and visit other planes of existence brought microscopic proteans with them. Some proteans survived and grew in the vast depths of the astral plane. They are now too prolific and widespread to be completely eliminated.

Most Immortals are well aware of the hazard posed by these creatures. Whenever mortals visit Outer Planes, Immortals arrive soon after they depart and conduct a mass protean hunt, lest the plane be contaminated. This became standard procedure when, in the course of routine Immortal exploration of the infinite number of Outer Planes, one was discovered to contain nothing but decomposing protean matter—apparently the end result of an unstopped infestation.



Repeater (or Ditto)

Sphere:	Time
Status:	Empyreal
Power Points:	5,000
Anti-Magic:	75%
Armor Class:	-13
Hit Dice:	25
Hit points:	400
Move (flying):	360'(120')
Attacks:	6 claws/1 bite + 1 snort
Damage:	2-20 each/8-80 + special
No. Appearing:	1-2
Save As:	Empyreal 5
Morale:	11
Treasure Type:	Teeth
Alignment:	Lawful
XP Value:	1,825,000(182 PP)

Description: The repeater, also called the ditto-monster, is a six-legged reptilian Immortal life form. It is 75 feet long and 15 feet wide. Its body is covered with shimmering multi-colored scales, and its teeth and claws are long and razor-like. It has four pairs of wings, two protruding between each set of legs.

Abilities and Limits: The repeater can be a formidable opponent in physical combat. It makes one Hit roll for each of the six claws, and another for the bite, but each Hit roll determines the success of a double attack routine. For example, if one Hit roll indicates that a claw hits an opponent, the victim is struck twice in quick succession by the same claw. When the Hit roll indicates a miss, both attacks miss. All attacks can be directed at a single opponent, if desired, or divided among up to seven (one per claw and one bite). The damage given in the statistics above is for each blow that hits.

The repeater can use all forms of Power combat, and can use Power to create a limited number of magical effects. It can create any detection or movement aid, and can also produce any effect of the Sphere of Time. It cannot create other magical effects.

This creature's most feared ability is its snort. The monster can snort at the end of any melee round, and no other limit applies to the frequency. Its snort produces an odd feeling of entrapment in all life forms within 300 feet of the repeater. Each victim within range must make a saving throw vs. Magic Spell. If successful, the victim resists the trap; but if failed, the victim falls prey to the infamous repeater effect.

Any victim of the repeater effect must repeat all of the previous round's actions. The repeater, of course, is under no such compulsion, and acts with deadly foreknowledge of its victim's actions. It cannot, however, move about during the round after it snorts. The Power attack it initiates (if any) must be the same one as in the previous round.

For each victim affected by the snort, the previous round's Hit and damage rolls apply once again, and all magic use and Power combat actions are repeated exactly. If movement occurred, the same movement is taken again, but starting from the current position. The most dangerous part of such repetition is in Power combat, since the monster knows what attack mode will be used against it, and can automatically select a winning strategy.

The repeater can sense which members of a group have fallen into its trap, and favors them with its attacks if possible. It gains a +8 bonus to all Hit rolls in melee against a victim.

The creature will usually choose not to snort at the end of a round in which it has been physically damaged, for the same damage would then recur. It will probably snort when subjected to Power attacks from multiple sources, as it can win them all if repeated.

Anyone entrapped by the repeater effect may make a new saving throw (vs. Magic Spell) at the end of the round of repetition. If this is successful, the effect ends at that time, and the victim can freely choose actions for the coming round. If failed, the victim must repeat the same actions again. Any number of rounds of action may be repeated in this way, and a repeater may snort every round if desired.

Resistances: In addition to its 75% A-M and respectable Armor Class, the repeater cannot be affected by any magic of the Sphere of Time except its own. It has the dangerous characteristic of automatically reflecting all energy attacks back at the persons casting or creating them. In play, this effect can be deadly, for most Immortals drop their A-M before creating such effects, and the magic reflected back at the attacker often has severe effects.

Habits: Repeaters are dangerous scavengers of the Astral and Outer Planes. They do not usually attack Immortal projects, preferring to wander and search for single travelers or those in small groups.

Repeaters enjoy eating the forms created by Immortals, but also savor mortal humans and demi-humans. They can converse in many languages, and also by telepathy, but usually find communication unimportant.

Background: Repeaters are thought to be related to draeden and/or dragons, but all three life forms deny the connection. Little else is known about these creatures.

Soo

Sphere:	Time
Status:	Mortal
Power Points:	30-200 (10 per Hit Die)
Anti-Magic:	50%
Armor Class:	-5
Hit Dice:	3 to 20
Move:	180'(60')
Swimming:	180'(360')
Attacks:	1 envelop/1 magical effect
Damage:	Special/by effect
No. Appearing:	1-3(1-4)
Save As:	Thief 36
Morale:	10
Treasure Type:	Potions (see below)
Alignment:	Neutral
XP Value:	HD3:245 HD 20: 36,575 (3 PP)

Description: Soo are watery time-beings, and have no solid forms. They appear as small dark spheres, each about 1 foot across per hit die. Each soo is composed mostly of water and time.

Abilities and Limits: A soo may use all forms of Power combat, and may use Power to produce magical effects listed for the Sphere of Time (only). Its physical attack is simply to envelop its target. This may cause an air-breather to suffocate, and may block the victim's vision (treat the result as if a *darkness* spell effect), but inflicts no other damage. Once in contact with a victim, however, a soo may use *cause wounds* and other magical attacks, possibly with deadly effect.

Although a soo's form is not magical, its substance can produce an effect identical to those of any one potion. Most soo (90%) deliberately choose one such effect, usually *ethereality, gaseous form, or poison.* If part of a soo is ingested by an opponent (such as in the course of a bite attack), the potion takes effect immediately. The attacker may make a saving throw vs. Poison (or Physical Attack, if Immortal) to avoid the effect. Any effect produced in this way is magical, despite its non-magical origin, and may thus be *dispelled or* otherwise magically countered.

A soo's form collapses when the creature is slain, forming a puddle of water which rapidly disperses in most environments. If the victors act quickly, they may gather 2-5 potions from the remains.

Resistances: The soo are completely immune to all fire and energy-based attack forms. They are somewhat resistant to magic (A-M 50%), but voluntarily drop this resistance to zero when using magic themselves.

Habits: Soo are rather independent creatures, not very interested in other life forms. They feed by absorbing water, and enjoy savoring its impurities.

Background: The soo are notorious liars, and have offered a large number of conflicting stories about their origin and background. Their true story has probably been revealed but disbelieved with all others. This habit has led to the Immortal expression, "not worth a soo."

Titan

Sphere:	Any except Entropy
Status:	Initiate
Power Points:	250
Anti-Magic:	25 %
Armor Class:	-3
Hit Dice:	15
Move:	150'(50')
Attacks:	2 fists or 1 weapon/ 1 magical effect
Damage:	By Punch (x2) or by weapon/ by magical effect
No. Appearing:	1-2(1-2)
Save As:	F36
Morale:	11
Treasure Type:	Nil or 10-100 gems (see below)
Alignment:	Any
XP Value:	52,800 (5 PP)

Description: Titans are giants that appear very similar to attractive humans, 21 to 30 feet tall. All their ability scores are 18-25 (1d8 + 17), and hit points are always 5-8 (1d4 + 4) per Hit Die. Titans are the special servants of the Immortals, and share many Immortal characteristics. They cannot, however, progress beyond the details given here.

Each Sphere (except Entropy) has approximately 20 titans. All the titans of each Sphere share a common Home Plane, and theirs are four of the largest of the Outer Planes.

Abilities and Limits: Titans are able to use Power to create magical effects, but are limited to those within their respective Spheres (thus always applying base costs). They regenerate Power and hit points at standard rates (according to Sphere and bias).

Titans have no Aura, and are not able to create usable material forms. If a titan's body is slain, the life force returns to the Home Plane, but the titan must await Immortal assistance before another form can be created and occupied.

Resistances: Titans cannot be damaged by normal or silver weapons, nor by magical weapons of +2 or lesser enchantment. Their innate Anti-Magic is less than any Immortal's. Titans are also unaffected by first- and second-level spells (including their own effects of this type). Against mortal magic, they save as 36th level fighters. They use standard Initiate saving throws against attacks of Immortal strength.

Habits: Titans are found singly or in pairs on all planes except their Homes. They freely reveal their common names to anyone encountered, and strongly prefer to be addressed informally. Titans are rarely encountered on the Prime Plane, but prefer to dwell with 2-8 Cyclopes (D&D *Expert Set,* page 47) when visiting. Each titan usually carries 10-100 gems when encountered where valuables are useful, but rarely carries anything else. Though titans are able to use all types of weapons, they prefer to carry none.

Background: The titans aspire to full Immortal status, but none have ever achieved it. All titans nevertheless maintain hope that eventually, through their devotion and service, they may yet achieve that greatest of rewards. Some few titans secretly resent humans and demi-humans because of this, although they successfully hide this attitude from the Immortals.

Tonal

	Breve	*Semibreve*	*Minim*
Sphere:	Energy	Energy	Energy
Status:	Eternal	Empyreal	Celestial
Power Points:	8,000	4,000	2,000
Anti-Magic:	80	70	50
Armor Class:	-10	-8	-6
Hit Dice:	38	33	28
Move:	60'(20')	120'(40')	240'(80')
Attacks:	1 blast	1 blast	1 blast
Damage:	64 + special	32 + special	16 + special
No. Appearing:		1 or 2	2 or 4
Save As:	Eternal 3	Empyreal 3	Celestial 3
Morale:		10	9
Treasure Type:	Special	Special	Special
Alignment:	Lawful	Lawful	Lawful
XP Value:	5,550,000 (555PP)	2,305,000 (230 PP)	917,500 (91 PP)

	Crotchet	*Quaver*	*Semiquaver*
Sphere:	Energy	Energy	Energy
Status:	Temporal	Temporal	Initiate
Power Points:	1,000	500	250
Anti-Magic:	50	50	25
Armor Class:	-4	-2	0
Hit Dice:	25	20	15
Move:	480'(160')	960'(320')	1,920'(640')
Attacks:	1 blast	1 blast	1 blast
Damage:	8 + special	4 + special	2 + special
No. Appearing:	2, 4, or 8	4, 8, or 16	8, 16, or 32
Save As:	Temporal 5	Novice Temporal	Initiate
Morale:	8	7	6
Treasure Type:	Special	Special	Special
Alignment:	Lawful	Lawful	Lawful
XP Value:	398,000 (39 PP)	143,950(14 PP)	54,900 (5 PP)

Description: Tonals have physical forms very similar to bubbles of light. These forms vary in size and color according to each tonal's status. The color varies during communication, but the size is constant. The diameter of a tonal is 1 foot per Hit Die. A breve, semibreve, or minim is pale in color, ranging from nearly pure white to pinkish yellow. Crotchets, quavers, and semi-quavers are darker colored, ranging from deep blue to brown or black.

Tonals cannot progress within the hierarchy of their Sphere. All statistics for each are permanent and unvariable.

A tonal's form collapses when its hit points reach zero. Its flimsy outer skin may be gathered and compressed to form a small object similar to a sling stone. This may then be used as a weapon, for it explodes on impact and releases one final blast of a strength and size equal to the original tonal's. Remember to add the original tonal's size to the blast radius to find the resulting area of effect.

Abilities and Limits: Each tonal may use all forms of Power combat, and may use Power to create some magical effects. In the latter case they are limited to magic which creates or negates sound.

A tonal's normal non-magical attack form is a blast of sound, which radiates evenly from the creature in all directions to a range in feet equal to the tonal's Hit Dice. No Hit roll is required; the blast always inflicts a fixed amount of damage to all victims in range. Each victim may make a saving throw (vs. Breath for mortals, Physical Blow for Immortals) to take only half damage. However, a penalty of -8 applies to mortal saving throws against this effect.

A tonal's blast attack is effective anywhere, even in a vacuum.

Tonal ability scores follow the standard range for those of all Immortals.

Though most tonals are now Lawful (see Background), many older Chaotic tonals still wander the Outer and Astral Planes. These can be dangerous; they are often evil, and are usually cacophonous. They are commonly called atonals, to distinguish them from their civilized counterparts.

Resistances: Though a tonal's blast may be avoided by use of magical silence, such effects never adhere to tonals. In play, they automatically succeed in the saving throw, and may move out of the magically affected area. Their innate A-M may apply as well.

Tonals cannot be damaged by normal weapons, and are immune to ability score attacks. Unarmed combat can force them to move, but cannot inflict damage.

Habits: Most tonals are social creatures, found in groups of various sizes. Except for breves, all tonals congregate in even numbers. They communicate by changing colors, a language understandable to others only with magical aid.

Tonals sing to each other frequently, producing harmonic sounds that do not inflict damage. This music is a favorite entertainment during Olympic meets and other festive occasions.

Background: Tonals were created by Thalia, a famous High Eternal of Energy. Her work in developing the Prime Plane predates mortal magic use. Tonals were originally utterly Chaotic, but were made Lawful by one of Thalia's aides, an Eternal with the common name of Guidarezzo. The creatures seem to enjoy their relatively new alignment, which has significantly improved their ability to communicate.

Most Immortals know of and avoid conflict with the Lawful tonals. However, the old wild and often evil atonals are considered fair game.

Tonals have no relation to the non-living sounds common to the Prime Plane, some of which bear similar names.

All tonals share a common Home Plane in the Outer Planes. In addition to the usual protections, this plane is watched by Thalia herself, and is considered unassailable by most Immortals.

Vortex Creatures

The great dimensional Barrier, whose very existence creates the dilemma and paradox of the missing dimensions (as explained on page 3), is commonly called the Dimensional Vortex. The few life forms known to arise from dimensional space including the Vortex, are called vortex creatures. All of these beings can be described as either minor or major. A typical minor vortex creature is the spectral hound, described in the D&D *Companion Set* (DMC page 36). Major vortex creatures are incredibly dangerous to both mortals and Immortals. A typical example is the blackball *(Master Set,* MDM page 40).

Minor vortex creatures are immune to fire and cold (whether normal or magical), and can only be struck by magical or silvered weapons. Major vortex creatures can only be damaged by Power attacks, and are immune to all other forms of damage.

The characteristics of all vortex creatures place them within the Sphere of Entropy, though they are not actually part of that organization. You may create others following this example.

Blackball

Sphere:	Entropy
Status:	Temporal or Celestial
Power Points:	500 to 2,500 (as level)
Anti-Magic:	50 or 60 (as rank)
Armor Class:	10
Hit Dice:	11
XP Value:	Temporal Novice: 71,000 (7 PP) Celestial 5: 295,000 (29 PP)

Description: These odd beings appear as featureless black globes, each about 5 feet in diameter. The Immortals know them to be life forms, but only within a very broad definition. They do not communicate, but it is unknown whether this is by choice or lack of ability.

Abilities and Limits: Blackballs use all Power attacks, but cannot use shield or probe. They move slowly, *disintegrating* everything they touch (no saving throw). If a blackball touches an Immortal (whether in physical or incorporeal form), the Immortal must make a successful saving throw vs. Power Drain or lose a third of his or her current Power Points, whatever the amount. Success indicates that the Immortal has pulled away from the blackball, resisting the powerful suction draining his power. If this first saving throw is failed, another must be made, with the same results. If three saving throws are failed in succession, the Immortal's essence is sucked through the blackball and cast adrift in the Dimensional Vortex.

Resistances: As with all major vortex creatures, blackballs are immune to all magical, physical, aura, and ability score attacks. But they may be maneuvered by non-aggressive and non-attack effects.

Habits: The only predictable trait observed in blackballs is their tendency to move toward great sources of Power when possible. If there is no power present, they move randomly. However, they apparently do not distinguish between amounts that differ by 100 PP or less.

Background: Unknown, even to Immortals. Blackballs seem to arise spontaneously from the Dimensional Vortex space, and have been seen returning to it voluntarily. Immortals suspect that blackballs can pass through the Vortex, and that they serve the Old Ones, but all this is conjecture.

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Bibliography

III. Inspirational Reading

Various fictional works were written or edited by the following authors. We heartily recommend that you at least sample, if not widely read, as many authors as possible. Most or all are represented at your local library. Fictional reading can provide ideas for character roles, settings, and adventures.

Adams, Richard
Aiken, Joan
Alexander, Lloyd
Anderson, Poul
Anthony, Piers
Asprin, Robert
Baum, L. Frank
Beagle, Peter S.
Beaumont, Charles
Bellairs, John
Blackwood, Algernon
Blish, James
Bloch, Robert
Bok, Hannes
Brackett, Leigh
Briggs, K.M.
Brooks, Terry
Brown, Fredric
Broxon, Mildred D.
Brunner, John
Burroughs, Edgar Rice
Cabell, James B.
Caldecott, Moyra
Campbell, J. Ramsey
Carroll, Lewis
Carter, Lin
Chambers, Robert W.
Chant, Joy
Chapman, Vera
Cherryh, CJ.
Chute, B.J.
Cook, Glenn
Cooper, Susan
Copper, Basil
Crowley, Aleister
Crowley, John
Davidson, Avram
de Camp, L. Sprague
Delaney, Samuel R.
Derleth, August
Diamond, Graham
Dickinson, Peter
Dickson, Gordon R.
Donaldson, Stephen R.
Eager, Edward
Eddison, E.R.
Eisenstein, Phyllis
Farmer, Phillip Jose
Finney, Charles G.
Finney, Jack
Forster, E.M.
Fox, Gardner
Garner, Alan
Gaskell, Jane
Goudge, Elizabeth
Grahame, Kenneth
Green, Roland
Haggard, H. Rider
Haiblum, Isidore
Haldeman, Linda
Hancock, Neil
Hazel, Paul
Heinlein, Robert A.
Hodgson, William H.
Hoffmann, E.T.A.
Howard, Robert E.
Ipcar, Dahlov
Iverson, Eric
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Jansson, Tove
Jones, Diana W.
King, Stephen
Kirk, Richard
Kurtz, Katherine
Lafferty, R.A.
Le Fanu, Sheridan
Le Guin, Ursula K.
Lee, Tanith
Leiber, Fritz
Lewis, C. S.
Long, Frank Belknap
Lord Dunsany (E.J.M.D. Plunkett)
Lovecraft, H.P.
Lumley, Brian
MacDonald, George
Machen, Arthur
Matheson, Richard
Mayne, William
McCaffrey, Anne
McKillip, Patricia
Merritt, Alan
Mitchison, Naomi
Monaco, Richard
Moorcock, Michael
Moore, C.L.
Morris, William
Mundy, Talbot
Munn, H. Warner
Nesbit, Edith
Niven, Larry
North, Joan
Norton, Andre
Offutt, Andrew
Peake, Mervyn
Powers, Tim
Pratt, Fletcher
Price, E. Hoffman
Quinn, Seabury
Russ, Joanna
Saberhagen, Fred
Silverberg, Robert
Smith, Clark Ashton
Smith, David C.
Smith, Thorne
Springer, Nancy
Stephens, James
Stewart, Mary
Stoker, Bram
Straub, Peter
Sturgeon, Theodore
Swann, Thomas B.
Thompson, Ruth P.
Tolkien, J.R.R.
Vance, Jack
Wagner, Karl E.
Walker, Hugh
Walton, Evangeline
Wellman, Manly D.
Wells, H.G.
Westall, Robert
White, Theodore H.
Williams, Charles
Williamson, Jack
Yarbro, Chelsea Q.
Zelazny, Roger

Postscript

This concludes the D&D game line of boxed rule sets. Dozens of adventures and other accessories are also available. With all at hand, and equipped with imagination and a pencil, your game experiences are now unlimited.

Similar to the original set published in 1974, this final boxed set opens many doors without entering them. Many possiblities are mentioned, but limits on time and space (for a mere mortal such as I) have limited the amount of detail. Develop the information in any way you wish. If you find areas where more detail would be extremely helpful, write:

Immortals Rules, c/o TSR, Inc.
POB 756, Lake Geneva, WI 53147

Dlb. All Magical Effects Usable by Immortals of the Sphere of Entropy

Refer to the standard reference charts for details on the following magical effects. The Sphere of each effect is given.

PP Cost	Sphere	Effect
4	Time	Blight*
4	Matter	Cause Fear*
4	Time	Cause Light Wounds
4	Matter	Cure Light Wounds
4	Thought	Remove Fear
4	Energy	Ventriloquism
4	Matter	Web
6	Time	Anti-Magic 10%
6	Thought	Confuse Alignment*
6	Time	Darkness*
6	Thought	Detect Magic
6	Matter	Levitate
6	Time	Sleep
6	Matter	Warp Wood
8	Thought	Charm Person
8	Matter	Growth of Animal
8	Time	Hold Person
8	Time	Hold Portal
8	Matter	Invisibility
8	Matter	Knock
8	Thought	Locate Object
8	Thought	Obscure
10	Time	Cause Disease*
10	Time	Cause Serious Wounds
10	Thought	Clairvoyance
10	Matter	Confusion
10	Matter	Cure Serious Wounds
10	Time	Curse*
10	Matter	Dimension Door
10	Thought	ESP
10	Energy	Fly
10	Time	Ice Wall
10	Time	Slow*
10	Thought	Speak with the Dead
10	Energy	Wall of Fire
12	Time	Anti-Plant Shell
12	Thought	Charm Monster
12	Time	Continual Darkness*
12	Matter	Gaseous Form
12	Energy	Haste
12	Time	Neutralize Poison
12	Time	Protection from Poison
12	Thought	Speak with Plants
14	Time	Anti-Magic 20%
14	Time	Cause Critical Wounds
14	Energy	Create Magic Aura
14	Matter	Cure Critical Wounds
14	Time	Dissolve
14	Thought	Find Traps
14	Energy	Hallucinatory Terrain
14	Time	Hold Monster
14	Matter	Size Control
14	Matter	Wall of Stone
16	Thought	Communication
16	Time	Create Poison*
16	Thought	Detect Danger
16	Matter	Feeblemind
16	Energy	Free Monster*
16	Time	Lower Water
16	Time	Silence 15' Radius
16	Matter	Telekinesis
18	Time	Anti-Animal Shell
18	Thought	Charm Plant
18	Thought	Cloudkill
18	Matter	Create Normal Monsters
18	Time	Ice Storm
18	Matter	Pass-Wall
18	Matter	Polymorph Other
18	Matter	Turn Wood
20	Matter	Animate Dead
20	Matter	Babble*
20	Time	Death Spell
20	Time	Finger of Death
20	Matter	Flesh to Stone
20	Thought	Lie Detection
20	Energy	Phantasmal Force
20	Matter	Stone to Flesh
20	Matter	Teleport
20	Thought	Truesight
22	Time	Anti-Magic 30%
22	Time	Dispel Magic
22	Energy	Fire Ball
24	Matter	Animate Objects
24	Time	Appear*
24	Energy	Lightning Bolt
24	Matter	Mass Invisibility
24	Energy	Power Word Stun
24	Matter	Reverse Gravity
24	Thought	Speak with Monsters
24	Thought	Treasure Finding
26	Energy	Delayed Blast Fire Ball
26	Matter	Plane Travel
26	Matter	Polymorph Self
26	Thought	Remove Charm*
28	Matter	Barrier
28	Time	Life Drain*
28	Thought	Magic Jar
28	Energy	Projected Image
28	Energy	Remove Barrier*
28	Energy	Remove Curse
28	Matter	Statue
28	Matter	Sword
30	Time	Anti-Magic 40%
30	Time	Anti-Magic Shell
30	Matter	Create Normal Objects
30	Matter	Dance
30	Thought	Explosive Cloud
30	Thought	Mass Charm
30	Matter	Polymorph Any Object
30	Time	Victory
32	Energy	Disintegrate
32	Thought	Find the Path
32	Matter	Force Field
32	Matter	Metal to Wood
32	Thought	Mind Barrier
32	Matter	Open Mind*
32	Energy	Travel
32	Thought	X-Ray Vision
34	Time	Close Gate*
34	Time	Inertia Control
34	Energy	Power Word Blind
34	Energy	Power Word Kill
34	Matter	Protection from Magic Detection
34	Matter	Teleport Any Object
36	Time	Anti-Magic Ray
36	Matter	Container, to 50,000 cn
36	Matter	Create Mag. Monsters
36	Matter	Earthquake
36	Time	Obliterate*
36	Time	Symbol
38	Time	Anti-Magic 50%
38	Energy	Gate
38	Matter	Summon Object
38	Matter	Regeneration
40	Energy	Blasting
40	Matter	Create Any Monster
40	Matter	Cureall
40	Time	Immune to Breath Weapons
40	Time	Life Trapping
40	Matter	Maze
40	Energy	Meteor Swarm
40	Energy	Prismatic Wall
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40	Time	Timestop

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Reference Guide

TABLE 1: Rank Advancement Chart

Rank	Level	PP	HD	hp	A-M	Greater Talent Scores	Pop.**
Initiate			15	75	50	(var)	7
Temporal							
	Novice	500	20	100			25
	1st level	600	21	110			24
	2nd level	700	22	120			23
	3rd level	800	23	130			22
	4th level	900	24	140			21
High Temporal	5th level	1,000	25	150			20
Celestial							
	Novice	1,050	25	160	60	25	19
	1st level	1,300	26	180			18
	2nd level	1,600	27	200			17
	3rd level	1,900	28	220			16
	4th level	2,200	29	240			15
High Celestial	5th level	2,500	30	260			14
Empyreal							
	Novice	2,625	30	280	70	50	13
	1st level	3,000	31	310			12
	2nd level	3,500	32	340			11
	3rd level	4,000	33	370			10
	4th level	4,500	34	400			9
High Empyreal	5th level	5,000	35	430			8
Eternal							
	Novice	5,250	35	460		75	7
	1st level	6,000	36	500			6
	2nd level	7,000	37	540			5
	3rd level	8,000	38	580			4
	4th level	9,000	39	620			3
High Eternal	5th level	10,000	40	660			2
Hierarch							
	Novice	10,500	40	700	90		*(1)
	1st level	11,000	41	750			
	2nd level	12,000	42	800			
	3rd level	13,000	43	850			
	4th level	14,000	44	900			
Full Hierarch	5th level	15,000	45	1,000			

* Each Sphere of Immortals has its own sole ruling Hierarch, who always has one "trainee" (an aide or apprentice) who can assume the senior position whenever necessary.

** Population refers to the total number of Immortals that may exist at each level.

TABLE 2: Modifiers based on Strength, Intelligence, Wisdom, Dexterity, and Constitution scores

Ability Score	Adjustment
0	-5
1	-4
2-3	-3
4-5	-2
6-8	-1
9-12	None
13-15	+1
16-17	
18	+3
19-20	+4
21-23	+5
24-27	+6
28-32	+7
33-38	+8
39-45	+9
46-53	+10
54-62	+11
63-70	+12
71-77	+13
78-83	+14
84-88	+15
89-93	+16
94-96	+17
97-98	+18
99	+19
100	**+20**

TABLE 3: Charisma Effects

Ability Score	Retainers Reac	Max	Morale	Aura
1	-3	1	3	(+4)
2-3	-2	1	4	(+3)
4-5	-1	2	5	(+2)
6-8	-1	3	6	(+1)
9-12	0	4	7	(0)
13-15	+1	5	8	-1
16-17	+1	6	9	-2
18	+2	7	10	-3
19-20	+2	8	11	-4
21-23	+3	9	12	-5
24-27	+3	10	(+1)	-6
28-32	+4	11	(+2)	-7
33-38	+4	12	(+3)	-8
39-45	+5	13	(+4)	-9
46-53	+5	14	(+5)	-10
54-62	+6	15	(+6)	-11
63-70	+6	16	(+7)	-12
71-77	+7	17	(+8)	-13
78-83	+7	18	(+9)	-14
84-88	+8	19	(+10)	-15
89-93	+8	20	(+11)	-16
94-96	+9	21	(+12)	-17
97-98	+9	22	(+13)	-18
99	+10	23	(+14)	-19
100	+10	24	(+15)	-20

TABLE 4: Saving Throws

	Physical Attack	Power Drain	Mental Attack	Magic Spell
Initiate	14	16	18	20
Temporal				
Novice	14	16	17	20
1st level	14	15	17	19
2nd level	13	15	16	19
3rd level	13	14	16	18
4th level	12	14	15	18
5th level	12	13	15	17
Celestial				
Novice	11	13	14	17
1st level	11	12	14	16
2nd level	10	12	13	16
3rd level	10	11	13	15
4th level	9	11	12	15
5th level	9	10	12	14
Empyreal				
Novice	8	10	11	14
1st level	8	9	11	13
2nd level	7	9	10	13
3rd level	7	8	10	12
4th level	6	8	9	12
5th level	6	7	9	11
Eternal				
Novice	5	7	8	11
1st level	5	6	8	10
2nd level	4	6	7	9
3rd level	4	5	7	8
4th level	3	5	6	7
5th level	3	4	5	6
Hierarch (all)	2	3	4	5

TABLE 5: Hit Rolls

	Creature's Negative AC Hit													
HD	**0**	1	2	3	4	5	6	7	8	9	10	11	12	13
13+ to 15	8	9	10	11	12	13	14	15	16	17	18	19	20	20
15+ to 17	7	8	9	10	11	12	13	14	15	16	17	18	19	20
17+ to 19	6	7	8	9	10	11	12	13	14	15	16	17	18	19
19+ to 21	5	6	7	8	9	10	11	12	13	14	15	16	17	18
21+ to 23	4	5	6	7	8	9	10	11	12	13	14	15	16	17
23+ to 25	3	4	5	6	7	8	9	10	11	12	13	14	15	16
25+ to 27	2	3	4	5	6	7	8	9	10	11	12	13	14	15
27+ to 29	2	2	3	4	5	6	7	8	9	10	11	12	13	14
29+ to 31	2	2	2	3	4	5	6	7	8	9	10	11	12	13
31+ to 33	2	2	2	2	3	4	5	6	7	8	9	10	11	12
33+ to 35	2	2	2	2	2	3	4	5	6	7	8	9	10	11
35+ to 37	1	2	2	2	2	2	3	4	5	6	7	8	9	10
37+ to 39	0	1	2	2	2	2	2	3	4	5	6	7	8	9
39+ to 41	1*	0	1	2	2	2	2	2	3	4	5	6	7	8
41+ to 43	2*	1*	0	1	2	2	2	2	2	3	4	5	6	7

	Creature's Negative AC Hit													
HD	14	15	16	17	18	19	20	21	22	23	24	25	26	27
13+ to 15	20	20	20	21	22	23	24	25	26	27	28	29	30	30
15+ to 17	20	20	20	20	21	22	23	24	25	26	27	28	29	30
17+ to 19	20	20	20	20	20	21	22	23	24	25	26	27	28	29
19+ to21	19	20	20	20	20	20	21	22	23	24	25	26	27	28
21+ to 23	18	19	20	20	20	20	20	21	22	23	24	25	26	27
23+ to 25	17	18	19	20	20	20	20	20	21	22	23	24	25	26
25+ to 27	16	17	18	19	20	20	20	20	20	21	22	23	24	25
27+ to 29	15	16	17	18	19	20	20	20	20	20	21	22	23	24
29+ to 31	14	15	16	17	18	19	20	20	20	20	20	21	22	23
31+ to 33	13	14	15	16	17	18	19	20	20	20	20	20	21	22
33+ to 35	12	13	14	15	16	17	18	19	20	20	20	20	20	21
35+ to 37	11	12	13	14	15	16	17	18	19	20	20	20	20	20
37+ to 39	10	11	12	13	14	15	16	17	18	19	20	20	20	20
39+ to 41	9	10	11	12	13	14	15	16	17	18	19	20	20	20
41+ to 43	8	9	10	11	12	13	14	15	16	17	18	19	20	20

* Automatic hit unless rolling a natural 1, add number given to damage.

Index to Magical Effects

Sphere	Spell Name
All	Ability Score Bonuses
Thought	Aerial Servant
Time	Age Change
Matter	Animate (Dead or Object)
Time	Anti-Animal and Plant Shells
Time	Anti-Magic percentage (10%-50%), Shell, or Ray
Time	Appear
Time	Armor Class Bonus (2 to 10)
Matter	Babble
Matter	Barrier
Energy	Bearhug
Energy	Blasting
Matter	Blend with Surroundings
Energy	Bless
Time	Blight
Time	Breath Weapon, Acid or Ice
Energy	Breath Weapon, Fire
Thought	Breath Weapon, Poison Gas
Time	Bug Repellant
Matter	Buoyancy (various amounts)
Energy	Burrowing
Thought	Call Lightning
Thought	Calm Others
Time	Cancellation
Time	Cause Disease
Matter	Cause Fear
Time	Cause Wounds (Light, Serious, Critical)
Thought	Change Odors
Time	Change Tastes
Thought	Charm Monster, Person, Plant, Mass Charm
Thought	Choose Best Option
Thought	Clairaudience
Thought	Clairvoyance
Energy	Climb Walls (70%-120%)
Matter	Clone
Time	Close Gate
Thought	Cloudkill
Thought	Commune
Thought	Communication
Thought	Confuse Alignment
Matter	Confusion
Thought	Conjure Elemental
Thought	Contact Other Plane
Matter	Container (5,000-50,000 cn)
Time	Contingency
Thought	Control Animals, Dragons, Giants, Humans, Plants
Thought	Control Temperature 10' Radius
Time	Control Undead (Lesser or Greater)
Thought	Control Winds
Matter	Create Animal, Monster, or Normal Object
Matter	Create Food
Energy	Create Magic Aura
Time	Create Poison
Time	Create Water
Thought	Creeping Doom
Matter	Cureall, Automatic Cureall
Thought	Cure Blindness
Matter	Cure Disease
Matter	Cure Wounds (Light, Serious, Critical)
Time	Curse
Matter	Dance
Time	Darkness, Continual Darkness
Time	Death Spell
Time	Delay
Thought	Detect Danger, Evil, Invisible, Magic, Enemies
Thought	Detect Slopes, New Construction, Gems, Metal, Shifting Walls & Rooms
Matter	Dimension Door
Matter	Disarm Attack
Energy	Disintegrate
Energy	Dispel Evil
Time	Dispel Magic
Energy	Displacement
Time	Dissolve
Time	Dodge Missiles, Directional Attacks
Matter	Earthquake
Matter	Elasticity
Thought	ESP
Thought	Explosive Cloud
Matter	Feeblemind
Thought	Find Path, Secret Door, Trap (spell ability)
Time	Finger of Death
Energy	Fire Ball, Delayed Blast Fire Ball
Matter	Flesh to Stone
Matter	Floating Disc
Energy	Fly
Matter	Force Field
Energy	Free Monster, Free Person
Matter	Gaseous Form
Energy	Gate
Thought	Geas or Quest
Matter	Growth of Animal, Growth of Plant
Energy	Hallucinatory Terrain
Thought	Harden
Energy	Haste
Matter	Heal
Thought	Hear Noise (50%-140%)
Energy	Heat Metal
Matter	Hide in Shadows (30%-100%)
Time	Hit Point Bonus (+ 1 to + 3 per HD)
Energy	Hit Rolls Bonus (+ 2 to +10)
Time	Hold Animal, Monster, Person, Portal
Energy	Holy Word
Time	Ice Storm or Wall
Thought	Identify
Time	Immune to Aging Attack
Time	Immune to Breath Weapons
Thought	Immune to Disease, Paralysis, Time
Time	Immune to Energy Drain & Poison
Time	Immunity
Time	Inertia control
Thought	Infravision
Thought	Insect Plague
Matter	Invisibility, Inv. 10' Radius, Mass Inv.
Thought	Invisible Stalker
Matter	Knock
Thought	Know Alignment
Energy	Leap 30' to 120' (with Hit roll bonus)
Matter	Levitate
Thought	Lie Detection
Time	Life Drain

Sphere	Spell Name
Time	Life Trapping
Energy	Light, Continual Light
Energy	Lightning Bolt
Thought	Locate Plant/Animal, Locate Object
Thought	Lore
Time	Lower Water
Time	Luck
Energy	Magic Door
Thought	Magic Jar
Time	Magic Lock
Matter	Magic Missile
Thought	Mapmaking
Energy	Massmorph
Matter	Maze
Thought	Memorize + 1 to +10 Spell Levels
Matter	Merging
Matter	Metal to Wood
Energy	Meteor Swarm
Thought	Mind Barrier, Mindmask
Energy	Mirror Image
Matter	Move Earth
Energy	Move Silently (50%-100%)
Time	Neutralize Poison
Time	Obliterate
Thought	Obscure
Energy	Open Locks (60%-120%)
Matter	Open Mind
Time	Paralysis
Matter	Parry
Energy	Pass Plant
Matter	Pass-Wall
Time	Permanence
Energy	Phantasmal Force
Energy	Pick Pockets (50%-100%)
Matter	Plane Travel
Energy	Plant Door
Time	Poison
Matter	Polymorph Object, Other, Self
Energy	Power Word Blind, Kill, Stun
Thought	Predict Weather
Energy	Prismatic Wall
Energy	Produce Fire
Energy	Projected Image
Time	Protection From Creatures (some, many, most, all)
Time	Protection from Evil, Prot. from Evil 10' Radius
Time	Protection from Lightning
Time	Protection from Lycanthropes
Matter	Protection from Magic Detection
Time	Protection from Normal Missiles
Time	Protection from Poison
Time	Protection from Undead
Thought	Purify Food & Water
Energy	Raise Dead, Raise Dead Fully
Thought	Read Languages
Thought	Read Magic
Matter	Regeneration
Matter	Reincarnation
Energy	Remove Barrier, Curse, Traps (50%-100%)
Thought	Remove Charm, Fear, Geas, Quest
Matter	Repair Object (normal or magical)
Thought	Resist Cold
Time	Resist Fire
Energy	Restore
Matter	Reverse Gravity
Time	Rulership
Time	Saving Throws Bonus (+ 2 to +6)
Energy	Security
Matter	Set Normal Trap (50%-90%)
Matter	Shapechange
Time	Shelter
Time	Shield
Matter	Shrink Plants
Time	Silence 15' Radius
Matter	Size Control
Time	Sleep
Time	Slow
Energy	Smash Attack
Thought	Snake charm
Thought	Speak with Animal, Dead, Monster, Plant
Energy	Spell Damage Bonus + 1 to + 4 Per Die
Time	Spell Turning
Matter	Statue
Matter	Sticks to Snakes
Matter	Stone to Flesh
Energy	Striking
Thought	Summon Animal, Elemental, Weather
Matter	Summon Object
Time	Survival
Matter	Sword
Time	Symbol
Matter	Telekinesis
Matter	Teleport, Teleport Object
Time	Timekeeping
Time	Timestop
Thought	Tracking
Energy	Transport Through Plants
Energy	Travel
Thought	Treasure Finding
Energy	Tree movement
Thought	Truesight
Time	Turn Undead (as Cleric L6, 12, 24, 36)
Time	Turn Undead bonus + 2 to +6, + 1d6 to +3d6 HD
Matter	Turn Wood
Energy	Ventriloquism
Time	Victory
Energy	Wall of Fire
Matter	Wall of Iron, Stone
Matter	Warp Wood
Thought	Water Breathing
Energy	Weapon bonus (to damage or strength)
Thought	Weather Control
Matter	Web
Energy	Web movement
Thought	Wish
Thought	Wizard Eye
Time	Wizard Lock
Energy	Wizardry
Matter	Word of Recall
Thought	X-Ray Vision

Charts S1-S4: Magical Effects by Sphere

S1. Energy

1a. Spells of Energy

Ref	PP Cost	Spell Name	Range & Duration
X5	2	Bless	R 60f, DR 6T
X6	8	Continual Light	R 120f, DR Perm
C22	13	Delayed Blast Fire Ball	R 240f, DR 0-60r
X16	16	Disintegrate	R 60f, DR Inst
X8	8	Dispel Evil	R 30f, DR IT
X11	11	Fire Ball	R 240f, DR Inst
X12	5	Fly	R 0, DR ld6T+1 T/L
X15	8	Free Monster*	R 120f, DR Perm
X12	5	Free Person*	R 180f, DR Inst
C26	19	Gate	R 30f, DR 1 or 1d%T
X13	7	Hallucinatory Terrain	R 240f, DR to Touch
X12	6	Haste	R 240f, DR 3T
M4	5	Heat Metal	R 30f, DR 7r
C13	19	Holy Word	R 0, DR Inst
B40	4	Light	R 120f, DR 6T + 1T/L
X12	12	Lightning Bolt	R 180f, DR Inst
C22	8	Magic Door	R 10f, DR 7 use
X13	6	Massmorph	R 240f, DR Cone
C26	20	Meteor Swarm	R 240f, DR Inst
B42	5	Mirror Image	R 0, DR 6T
C16	7	Pass Plant	R 0, DR Inst
B42	10	Phantasmal Force	R 240f, DR Cone
C15	4	Plant Door	R 0, DR 1T/L
C25	17	Power Word Blind	R 120f, DR 2hr-4/day
C26	17	Power Word Kill	R 120f, DR Perm
C22	12	Power Word Stun	R 120f, DR 2d6/ld6T
M9	20	Prismatic Wall	R 60f, DR 6T
C15	3	Produce Fire	R 0, DR 2T/L
X16	14	Projected Image	R 240f, DR 6T
C12	12	Raise Dead	R 120f, DR Perm
C1S	17	Raise Dead Fully	R 60f, DR Perm
X14	14	Remove Curse	R 0, DR Perm
C12	14	Remove Barrier*	R 60f, DR Perm
C13	18	Restore	R 0, DR Perm
X7	6	Striking	R 30f, DR 1T
C16	9	Transport Through Plants	R 0, DR Inst
M8	16	Travel	R 0, DR 1T/L
B40	2	Ventriloquism	R 60f, DR 2T
X14	5	Wall of Fire	R 60f, DR Cone
M4	18	Wizardry	R 0, DR 1T

1b. Non-Spell Magic

Ref	PP Cost	Spell Name	Range & Duration
	4	Ability bonus (1 in GT)	R 0, DR 6T
	8	Ability bonus (2 in GT)	R 0, DR 6T
	12	Ability bonus (all 3 GT)	R 0, DR 6T
	16	Ability bonus (all 3 LT)	R 0, DR 6T
	20	Ability bonus (all 6)	R 0, DR 6T
	4	Ability penalty (1 in GT)	R 0, DR 6T
	8	Ability penalty (2 in GT)	R 0, DR 6T
	12	Ability penalty (all 3 GT)	R 0, DR 6T
	16	Ability penalty (all 3 GT)	R 0, DR 6T
	20	Ability penalty (all 6)	R 0, DR 6T
M51	5	Bearhug	R 0, DR 1T
M51	20	Blasting	R 60f, DR Inst
M51	12	Burrowing	R 0, DR 6T
M53	2	Climb Walls, 70%	R 0, DR 12T
M53	4	Climb Walls, 80%	R0,DR12T
M53	5	Climb Walls, 90%	R0,DR12T
M53	8	Climb Walls, 100%	R 0, DR 12T
M53	11	Climb Walls, 110%	R0,DR12T
M53	14	Climb Walls, 120%	R0,DR12T
M52	7	Create magic aura	R 120f, DR 3T
X63	10	Displacement	R0,DR1T
M52	12	Fire breath	R 30f, DR Inst
M52	4	Hit Rolls bonus + 2	R 0, DR IT
M52	6	Hit Rolls bonus +3	R 0, DR 1T
M52	8	Hit Rolls bonus +4	R 0, DR 1T
M52	10	Hit Rolls bonus +5	R0,DR1T
M52	12	Hit Rolls bonus +6	R 0, DR 1T
M52	14	Hit Rolls bonus +7	R 0, DR 1T
M52	16	Hit Rolls bonus +8	R0,DR1T
M52	18	Hit Rolls bonus +9	R 0, DR 1T
M52	20	Hit Rolls bonus + 10	R 0, DR 1T
M52	5	Leap 30', +2 Hit	R 0, DR 1T
M52	10	Leap 60', +4 Hit	R 0, DR 1T
M52	15	Leap 90', +6 Hit	R 0, DR 1T
M52	20	Leap 120', +8 Hit	R 0, DR 1T
M53	7	Move Silent, 50%	R 0, DR 6T
M53	9	Move Silent, 60%	R 0, DR 6T
M53	11	Move Silent, 70%	R 0, DR 6T
M53	13	Move Silent, 80%	R 0, DR 6T
M53	15	Move Silent, 90%	R 0, DR 6T
M53	17	Move Silent, 100%	R 0, DR 6T
M53	2	Open Locks, 60%	R 0, DR 6T
M53	5	Open Locks, 70%	R 0, DR 6T
M53	8	Open Locks, 80%	R 0, DR 6T
M53	11	Open Locks, 90%	R 0, DR 6T
M53	14	Open Locks, 100%	R 0, DR 6T
M53	17	Open Locks, 110%;	R 0, DR 6T
M53	19	Open Locks, 120%	R 0, DR 6T
M53	6	Pick Pockets, 50%	R 0, DR 6T
M53	11	Pick Pockets, 75%	R 0, DR 6T
M53	16	Pick Pockets, 100%.	R 0, DR 6T
	20	Pick Pockets perfectly	R 0, DR 6T
M53	6	Remove Traps, 50%	R 0, DR 6T
M53	12	Remove Traps, 75%;	R 0, DR 6T
M53	18	Remove Traps, 100%	R 0, DR 6T
M53	6	Security	R 0, DR Var
M53	17	Smash Attack	R 0, DR 1T
M53	6	Spell damage bonus + 1/die	R = Spell, DR Inst
M53	11	Spell damage bonus + 2/die	R = Spell, DR Inst
M53	16	Spell damage bonus + 3/die	R = Spell, DR Inst
M53	20	Spell damage bonus + 4/die	R = Spell, DR Inst
M54	3	Tree movement	R 0, DR 12T
M54	3	Weapon damage + 2	R0,DR1T
M54	5	Weapon damage + 3	R0,DR1T
M54	7	Weapon damage + 4	R 0, DR 1T
M54	9	Weapon damage + 5	R 0, DR 1T
M54	11	Weapon damage + 6	R0,DR1T
M54	13	Weapon damage + 7	R 0, DR 1T
M54	15	Weapon damage + 8	R0,DR1T
M54	17	Weapon damage + 9	R0,DR1T
M54	19	Weapon damage + 10	R 0, DR 1T
M54	9	Weapon damage x2	R0,DR1T
M54	12	Weapon damage x3	R 0, DR 1T
M54	15	Weapon damage x4	R0,DR1T
M54	18	Weapon damage x5	R0,DR1T
M54	5	Weapon strength + 1	R0,DR1T
M54	8	Weapon strength + 2	R 0, DR 1T
M54	11	Weapon strength + 3	R 0, DR 1T
M54	14	Weapon strength + 4	R0,DR1T
M54	17	Weapon strength + 5	R 0, DR 1T
M54	20	Weapon strength + 6	R 0, DR 1T
M54	7	Web movement	R0,DR12T

2a. Spells of Matter

Ref	PP Cost	Spell Name	Range & Duration
X14	10	Animate Dead	R 60f, DR Perm
X9	12	Animate Objects	R 60f, DR 6T
X9	10	Babble*	R 60f, DR 1T/L
C12	14	Barrier	R 60f, DR 12T
X5	2	Cause Fear*	R 120f, DR 2T
M6	16	Clone	R 10f, DR Perm
X13	5	Confusion	R 120f, DR 12r
M8	20	Create Any Monster	R 90f, DR 3T
X8	7	Create Food	R 10f, DR Perm
M7	18	Create Magical Monsters	R 60f, DR 2T
C12	8	Create Normal Animals	R 30f, DR 10T
C22	9	Create Normal Monsters	R 30f, DR 1IT
C12	7	Cure Critical Wounds	R 0, DR Perm
X6	4	Cure Disease	R 30f, DR Perm
B26	3	Cure Light Wounds	R 0, DR Perm
X7	5	Cure Serious Wounds	R 0, DR Perm
M9	20	Cureall	R 0, DR Perm
C24	15	Dance	R 0, DR3-7r
X13	5	Dimension Door	R 10f, DR Ir
C13	18	Earthquake	R 360f, DR 1T
C20	8	Feeblemind	R 240f, DR Perm
X16	10	Flesh to Stone	R 120f, DR Perm
B39	2	Floating Disc	R 0, DR 6T
M8	16	Force Field	R 120f, DR 6T
X6	4	Growth of Animal	R 120f, DR 12T
X13	5	Growth of Plants	R 120f, DR Perm
B41	4	Invisibility	R 240f, DR Perm
X12	5	Invisibility 10' radius	R 120f, DR Perm
B41	4	Knock	R 60f, DR Var
B41	3	Levitate	R 0, DR6T+1T/L
B40	3	Magic Missile	R 150f, DR 1r
C22	12	Mass Invisibility	R 240f, DR Perm
C26	20	Maze	R 60f, DR lr-6T
C16	16	Metal to Wood	R 120f, DR Perm
C21	10	Move Earth	R 240f, DR 6T
C24	16	Open Mind*	R 0, DR 6T/L
X15	9	Pass-Wall	R 30f, DR 3T
C25	15	Polymorph Any Object	R 240f, DR 1T/L-Prm
X13	9	Polymorph Other	R 60f, DR Perm
X14	13	Polymorph Self	R 0, DR6T+1T/L
C21	15	Reincarnation	R 10f, DR Perm
C22	12	Reverse Gravity	R 90f, DR 2 sec
M9	20	Shapechange	R 0, DR 1T/L
X13	5	Shrink Plants*	R 120f, DR Perm
C23	14	Statue	R 0, DR 2T/L
X8	7	Sticks to Snakes	R120f, DR6T
X16	10	Stone to Flesh	R 120f, DR Perm
C23	19	Summon Object	R Inf, DR Inst
C24	14	Sword	R 30f, DR 1r/L
C2	8	Telekinesis	R 120f, DR 6r
X15	10	Teleport	R 10f, DR Inst
C24	17	Teleport any Object	R 0, DR Inst
M5	9	Turn Wood	R 30f, DR 1T/L
C21	10	Wall of Iron	R 120f, DR Perm
X15	7	Wall of Stone	R 60f, DR Perm
C15	3	Warp Wood	R 240f, DR Perm
B42	2	Web	R 10f, DR 48T
X9	18	Word of Recall	R 0, DR Inst

2b. Non-Spell Magic

Ref	PP Cost	Spell Name	Range & Duration
	4	Ability bonus (1 in GT)	R 0, DR 6T
	8	Ability bonus (2 in GT)	R 0, DR 6T
	12	Ability bonus (all 3 GT)	R0,DR6T
	16	Ability bonus (all 3 LT)	R 0, DR 6T
	20	Ability bonus (all 6)	R 0, DR 6T
	4	Ability penalty (1 in GT)	R 0, DR 6T
	8	Ability penalty (2 in GT)	R 0, DR 6T
	12	Ability penalty (all 3 GT)	R 0, DR 6T
	16	Ability penalty (all 3 GT)	R 0, DR 6T
	20	Ability penalty (all 6)	R 0, DR 6T
M51	20	Automatic Healing	R 0, DR Perm
M51	18	Blend with Surroundings	R 0, DR 6T
M51	3	Buoyancy to 10,000 cn	R 0, DR 6T
M51	6	Buoyancy to 20,000 cn	R0,DR12T
M51	9	Buoyancy to 40,000 cn	R0,DR1ST
M51	12	Buoyancy to 80,000 cn	R 0, DR 24T
M51	15	Buoyancy to any weight	R 0, DR 36T
M51	2	Container, to 5,000 cn	R 0, DR 36T
M51	4	Container, to 10,000 cn	R 0, DR 36T
M51	6	Container, to 15,000 cn	R 0, DR 36T
M51	8	Container, to 20,000 cn	R 0, DR 36T
M51	10	Container, to 25,000 cn	R 0, DR 36T
M51	12	Container, to 30,000 cn	R 0, DR 36T
M51	14	Container, to 35,000 cn	R 0, DR 36T
M51	16	Container, to 40,000 cn	R 0, DR 36T
M51	18	Container, to 50,000 cn	R 0, DR 36T
M52	15	Create Normal Objects	R 30f, DR Perm
M52	5	Disarm Attack	R 0, DR 6T
M52	9	Elasticity	R0,DR12T
M52	6	Gaseous Form	R 0, DR 3T
M53	6	Hide in Shadows, 30%	R 0, DR 6T
M53	9	Hide in Shadows, 50%	R 0, DR 6T
M53	12	Hide in Shadows, 70%	R 0, DR 6T
M53	15	Hide in Shadows, 90%	R 0, DR 6T
	18	Hide in Shadows Perfectly	R 0, DR 6T
M53	8	Merging	R0,DR1ST
M53	5	Parry	R 0, DR 6T
M53	13	Plane Travel	R 0, DR Inst
M53	17		R 0, DR 6T
M53	19	Regeneration	R0,DR1T
M53	2	Repair Normal Objects	R 0, DR Perm
M53	8	Repair Temporary Magic	R 0, DR Perm
M53	14	Repair Permanent Magic	R 0, DR Perm
M53	4	Set Normal Trap 50%	R 2f, DR Perm
M53	8	Set Normal Trap 70%	R 2f, DR Perm
M53	13	Set Normal Trap 90%	R 2f, DR Perm
M53	7	Size Control	R 0, DR 6T

S3. Thought

3a. Spells of Thought

Ref	PP Cost	Spell Name	Range & Duration
C12	14	Aerial Servant	R 60f, DR 1 day/L
C15	12	Call Lightning	R 360f, DR 1T/L
X13	6	Charm Monster	R 120f, DR Var
B39	4	Charm Person	R 120f, DR Var
C21	9	Charm Plant	R 120f, DR 3 mon
X11	5	Clairvoyance	R60f, DR 12T
X14	9	Cloudkill	R 1f, DR 6T
X8	18	Commune	R 0, DR 3T
X5	3	Confuse Alignment*	R 0, DR 1T/L
X14	12	Conjure Elemental	R 240f, DR Cone
C20	17	Contact Other Plane	R 0, DR Var
X61	7	Control Plants	R 0, DR 20T
C15	7	Control Temperature 10' rad	R0,DR1T/L
C16	6	Control Winds	R 0, DR 1T/L
C16	20	Creeping Doom	R 120f, DR 1r/L
X6	4	Cure Blindness	R 0, DR Perm
M4	8	Detect Danger	R 5f/L, DR 6T/3T
B41	3	Detect Evil	R 0, DR 6T
B41	7	Detect Invisible	R 0, DR 6T
B39	3	Detect Magic	R 0, DR 2T
B41	5	ESP	R 60f, DR 12T
C24	15	Explosive Cloud	R 1f, DR 6T
X9	16	Find the Path	R0,DR6T+1T/L
X5	7	Find Traps	R 0, DR 2T
X9,16	10	Geas or Quest	R 30f, DR Var
C20	6	Harden	R 240f, DR Perm
X12	4	Infravision	R 0, DR 1 day
X8	8	Insect Plague	R 480f, DR 1 day
X16	10	Invisible Stalker	R 0, DR Var
X5	4	Know Alignment	R0,DR1r
C15	2	Locate	R 0, DR 6T
X6	4	Locate Object	R 0, DR 6T
C22	14	Lore	R 0, DR Perm
X15	14	Magic Jar	R 30f, DR Var
C24	15	Mass Charm	R 120f, DR Var
C24	16	Mind Barrier	R 10f, DR 6T/L
X11	3	Mindmask*	R0,DR12T
C15	4	Obscure	R 0, DR 1T/L
C15	2	Predict Weather	R0,DR12hr
B27	2	Purify Food & Water	R 10f, DR Perm
B40	2	Read Languages	R 0, DR 2T
B40	2	Read Magic	R0,DR1T
C24	13	Remove Charm*	R 120f, DR Perm/1T
B27	2	Remove Fear	R 0, DR 2T
X9,16	9	Remove Geas or Quest*	R 30f, DR Perm
B27	2	Resist Cold	R 0, DR 6T
X6	3	Snake Charm	R 60f, DR 2-5r,T
X6	3	Speak with Animals	R 0, DR 6T
X7	5	Speak with the Dead	R 10f, DR 1r/L
X9	12	Speak with Monsters	R0,DR1r/L
X8	6	Speak with Plants	R 0, DR 3T
M5	6	Summon Animals	R 360f, DR 3T
M5	16	Summon Elemental	R 240f, DR 6T
C16	11	Summon Weather	R 5mi/L-14, DR 6T/L
C12	10	Truesight	R0,DR1T+1r/L
X12	3	Water Breathing	R 30f, DR 1 day
C16	16	Weather Control	R 0, DR Cone
M10	20	Wish	R 0, DR Any
X14	6	Wizard Eye	R 240f, DR 6T

3b. Non-Spell Magic

Ref	PP Cost	Spell Name	Range & Duration
	4	Ability bonus (1 in GT)	R 1 cr, DR 6T
	8	Ability bonus (2 in GT)	R 1 cr, DR 6T
	12	Ability bonus (all 3 GT)	R 1 cr, DR 6T
	16	Ability bonus (all 3 LT)	R 1 cr, DR 6T
	20	Ability bonus (all 6)	R 1 cr, DR 6T
	4	Ability penalty (1 in GT)	R var, DR 6T
	8	Ability penalty (2 in GT)	R var, DR 6T
	12	Ability penalty (all 3 GT)	R var, DR 6T
	16	Ability penalty (all 3 GT)	R var, DR 6T
	20	Ability penalty (all 6)	T var, DR 6T
M51	6	Calm Others	R 120f, DR Perm
M51	3	Change Odors	R 120f, DR Perm
M51	9	Choose Best Option	R 0, DR Inst
X61	3	Clairaudience	R 60f, DR 12T
M51	12	Control Animals	R 60f, DR 20T
M51	19	Control Dragons	R 120f, DR 20T
M51	17	Control Giants	R 120f, DR20T
M51	20	Control Humans	R 120f, DR20T
M51	8	Communication	R 0, DR 6T
B45	7	Detect Enemies	R60f, DR 1r
X60	3	Detect Gems	R 60f, DR 3T
X62	4	Detect Metal	R 20f, DR 6r
M52	2	Detect New Construction	R 0, DR 36T
X60	5	Detecting Shifting Stone	R 10f, DR 1r
M52	3	Detect Slopes	R 0, DR 36T
M52	7	Find Secret Doors	R 0, DR 6T
M53	2	Find Traps, 50%	R 0, DR 6T
M53	4	Find Traps, 60%	R 0, DR 6T
M53	6	Find Traps, 70%	R 0, DR 6T
M53	8	Find Traps, 80%	R 0, DR 6T
M53	10	Find Traps, 90%	R 0, DR 6T
M53	12	Find Traps, 100%	R 0, DR 6T
M53	14	Find Traps, 110%	R 0, DR 6T
M53	5	Hear Noise, 50%	R0,DR12T
M53	10	Hear Noise, 90%	R 0, DR 24T
M53	15	Hear Noise, 140%	R 0, DR 36T
C54	5	Identify	R60f, DR 1r
M52	10	Immune to Aging attack	R0,DR18T
M52	4	Immune to Disease	R 0, DR 18T
M52	6	Immune to Paralysis	R 0, DR 6T
M52	10	Lie Detection	R 0, DR 3T
M52	11	Mapmaking	R 0, DR 1T
M52	2	Memorize + 1 spell level	R 0, DR 1 study
M52	4	Memorize + 2 spell levels	R 0, DR 1 study
M52	6	Memorize + 3 spell levels	R 0, DR 1 study
M52	8	Memorize + 4 spell levels	R 0, DR 1 study
M52	10	Memorize + 5 spell levels	R 0, DR 1 study
M52	12	Memorize + 6 spell levels	R 0, DR 1 study
M52	14	Memorize + 7 spell levels	R 0, DR 1 study
M52	16	Memorize + 8 spell levels	R 0, DR 1 study
M52	18	Memorize + 9 spell levels	R 0, DR 1 study
M52	20	Memorize + 10 spell levels	R 0, DR 1 study
M53	10	Poison Gas Breath	R0,DR3r
M54	6	Tracking 90%, 50% indoor	R 0, DR 36T
M54	14	Tracking 90% anywhere	R 0, DR 36T
M54	12	Treasure Finding	R 0, DR 6T
M54	16	X-Ray Vision	R0,DR1T

4a. Spells of Time

Ref	PP Cost	Spell Name	Range & Duration
C16	9	Anti-Animal Shell	R 0, DR 1T/L
X15	15	Anti-Magic Shell	R0,DR12T
C16	6	Anti-Plant Shell	R0,DRIr/L
C22	12	Appear*	R 240f, DR Perm
X5	2	Blight*	R 60f, DR 6T
C12	7	Cause Critical Wounds	R 0, DR Inst
X6	5	Cause Disease*	R 30f, DR P2dl2d
X5	2	Cause Light Wounds	R 0, DR Inst
X7	6	Cause Serious Wounds	R 0, DR Perm
C26	17	Close Gate*	R 30f, DR Perm
M8	20	Contingency	R 0, DR Var
X6	6	Continual Darkness*	R 120f, DR Perm
X8	8	Create Poison*	R 0, DR Perm
X7	4	Create Water	R 10f, DR 6T
X14	5	Curse*	R 0, DR Var
X11	3	Darkness*	R 120f, DR 6T+1T/L
X16	10	Death Spell	R 240f, DR Inst
X8	11	Dispel Magic	R 120f, DR Perm
C20	7	Dissolve	R 240f, DR 3-18 day
C12	10	Finger of Death	R 60f, DR Perm
X12	3	Hold Animal	R 180f, DR 1T/L
X15	7	Hold Monster	R 120f, DR 6T+1T/L
X12	4	Hold Person	R 180f, DR 9T,1T/L
B39	4	Hold Portal	R 10f, DR 2d6T
X13	9	Ice Storm	R 120f, DR 1r
X13	5	Ice Wall	R 120f, DR 12T
M9	20	Immunity	R 0, DR 1T/L
C13	14	Life Drain*	R 0, DR Perm
X16	8	Lower Water	R 240f, DR 10T
C22	12	Magic Lock*	R 10f, DR 7 use
X8	6	Neutralize Poison	R 0, DR Perm
C13	18	Obliterate*	R 60f, DR Inst
C25	18	Permanence	R 10f, DR Perm
B40	2	[illegible]	R 0, DR 12T, 6T
X8	5		R0,DR12T
C15	8		R 0, DR 1T/1
X12	4		R 30f, DR 12T
X5	3	Resist Fire	R 30f, DR 2T
B40	2	Shield	R 0, DR 2T
X6	8	Silence 15' radius	R 180f, DR 12T
B40	3	Sleep	R 240f, DR 4d4T
X12	5	Slow*	R 240f, DR 3T
M3	13	Survival	R 0, DR 6T/L
C25	18	Symbol	R 0, DR Perm
M10	20	Timestop	R 0, DR 2-5r
B42	6	Wizard Lock	R 10f, DR Perm

4b. Non-Spell Magic

Ref	PP Cost	Spell Name	Range & Duration
	4	Ability bonus (1 in GT)	R 1 cr, DR 6T
	8	Ability bonus (2 in GT)	R 1 cr, DR 6T
	12	Ability bonus (all 3 GT)	R 1 cr, DR 6T
	16	Ability bonus (all 3 LT)	R 1 cr, DR 6T
	20	Ability bonus (all 6)	R 1 cr, DR 6T
	4	Ability penalty (1 in GT)	R var, DR 6T
	8	Ability penalty (2 in GT)	R var, DR 6T
	12	Ability penalty (all 3 GT)	R var, DR 6T
	16	Ability penalty (all 3 GT)	R var, DR 6T
	20	Ability penalty (all 6)	T var, DR 6T
M51	13	Acid breath	R 30f, DR lr
X62	4	Age Change (1-10 years)	R touch, DR Perm
X62	8	Age Change (2-20 years)	R touch, DR Perm
X62	12	Age Change (3-30 years)	R touch, DR Perm
X62	16	Age Change (4-40 years)	R touch, DR Perm
X62	20	Age Change (5-50 years)	R touch, DR Perm
M51	18	Anti-Magic Ray	R 60x10f, DR IT
M51	3	Anti-Magic 10%	R 0, DR 6T
M51	7	Anti-Magic 20%	R 0, DR 6T
M51	11	Anti-Magic 30%	R 0, DR 6T
M51	15	Anti-Magic 40%	R 0, DR 6T
M51	19	Anti-Magic *50%*	R 0, DR 6T
M51	4	AC bonus -2	R 0, DR 6T
M51	6	AC bonus -3	R 0, DR 6T
M51	8	AC bonus -4	R 0, DR 6T
M51	10	AC bonus -5	R 0, DR 6T
M51	12	AC bonus -6	R 0, DR 6T
M51	14	AC bonus -7	R 0, DR 6T
M51	16	AC bonus -8	R 0, DR 6T
M51	18	AC bonus -9	R 0, DR 6T
M51	20	AC bonus -10	R 0, DR 6T
M51	5	Bug Repellant	R 0, DR 40T
B45	20	Cancellation (one item)	R touch, DR Perm
M51	3	Change tastes	R 60f, DR Perm
M51	14	Control Undead, Lesser	R 120f, DR 20T
M51	18	Control Undead, Greater	R 120f, DR 20T
C50	2/r	Delay Spell Effect	R Spell, DR l-10r
M52	7	Dodge normal missiles	R 0, DR 1T
M52	10	Dodge any missiles	R 0, DR 1T
M52	13	Dodge directional attacks	R0,DR1T
M52	6	Hit point bonus + 1 per HD	R 0, DR 1T
M52	12	Hit point bonus +2 per HD	R0,DR1T
M52	18	Hit point bonus + 3 per HD	R0,DR1T
M52	11	Ice breath	R 30f, DR Inst
M52	20	Immune to Breath Weapons	R0,DR1T
M52	16	Immune to Energy Drain	R 0, DR 6T
M52	8	Immune to Poison	R 0, DR 18T
M52	17	Inertia control	R 0, DR 24T
M52	20	Life Trapping	R 0, DR Var
M52	20	Luck	R 0, DR 1T
B44	10	Paralysis	R 60f, DR 5r
B44	15	Paralysis (-2 save)	R 120f, DR 1T
B44	20	Paralysis (-4 save)	R 180f, DR 15r
B43	6	Poison, special effect	R touch, DR l-12r
B43	12	Poison, damage (1 pt/PP)	R touch, DR Perm
B43	18	Poison, deadly (-2 save)	R touch, DR Perm
M53	4		R 0, DR 6T
M53	8		R 0, DR 6T
M53	12		R 0, DR 6T
M53	17		R 0, DR 6T
B44	9	Lycanthropes	R 10f, DR 6T
M5	6		R0,DR1T/L
B44	13		R 10f, DR 6T
M53	10	Rulership	R 1 obj, DR 1 check
M53	5	Saving Throws bonus + 2	R 0, DR 6T
M53	10	Saving Throws bonus + 4	R 0, DR 6T
M53	15	Saving Throws bonus + 6	R 0, DR 6T
M53	7	Shelter	R0,DR24hr
X62	20	Spell Turning	R 0, DR 1 spell
M54	2	Timekeeping	R 0, DR 24hr
M54	4	Turn Undead as Cleric L6	R Sight, DR 3T
M54	9	Turn Undead as Cleric L12	R Sight, DR 3T
M54	14	Turn Undead as Cleric L24	R Sight, DR 3T
M54	19	Turn Undead as Cleric L36	R Sight, DR 3T
M54	4	Turn bonus +2, + 1d6 HD	R Sight, DR 1T
M54	8	Turn bonus + 4, + 2d6 HD	R Sight, DR 1T
M54	12	Turn bonus +6, + 3d6 HD	R Sight, DR 1T
M54	15	Victory	R 0, DR 1 check

Character Common Name _____ Race & Level _____

Sphere _____ Alignment _____ Hit Dice _____

TRUE NAME _____

Temporal Celestial Empyreal Eternal Heirarch

DUNGEONS & DRAGONS®

IMMORTAL CHARACTER RECORD

HIT ROLLS

0 Immortal	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
0 Mortal	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10

SAVING THROWS

Power Drain ◯ Magical Spell ◯ Physical Blow ◯ Mental Blow ◯

Poison or Death Ray ◯ Magic Wands ◯ Petrify or Paralysis ◯ Breath Weapon ◯ Spell or Rod/Staff ◯

AURA

Save Mod. _____

ANTI-MAGIC

Affected _____

_____ %

Permanent Power Points _____

Current Power Points _____

FORM ☐ Normal ☐ Avatar ☐ Original ☐ Identity ☐ Beast ☐ Construct

ARMOR CLASS AC _____

Hit Points Permanent _____ **Current** _____ **Wounds** _____

ATTACK	#AT	Dmg/Effect	Def.	Special/Range

ABILITY SCORES

Strength	Punch (To Hit/Dmg)	Current Score
Intelligence	Projects (Add. Lang)	Current Score
Wisdom	Aura (Mental Save Adj)	Current Score
Dexterity	Unarmed (AC/Missiles)	Current Score
Constitution	Poison (HP Adj)	Current Score
Charisma	Reaction/Retainers/Morale	Current Score

GREATER TALENTS

☐ Str ☐ Dex
☐ Int ☐ Con
☐ Wis ☐ Chr

Points	Mod.

LESSER TALENTS

☐ Str ☐ Dex
☐ Int ☐ Con
☐ Wis ☐ Chr

Points	Mod.

Wrestling Rating _____

Special Attacks _____

Vision _____

Detections _____

Methods of Movement _____ Walk _____ Run _____ Fly _____ Special _____

Description: (Head; # of Limbs; Garb/Hide;Manifestations; Abilities)

Shape/Race _____ **Size** _____

FORM ☐ Normal ☐ Avatar ☐ Original ☐ Identity ☐ Beast ☐ Construct

ARMOR CLASS AC _____

Hit Points Permanent _____ **Current** _____ **Wounds** _____

ATTACK	#AT	Dmg/Effect	Def.	Special/Range

ABILITY SCORES

Strength	Punch (To Hit/Dmg)	Current Score
Intelligence	Projects (Add. Lang)	Current Score
Wisdom	Aura (Mental Save Adj)	Current Score
Dexterity	Unarmed (AC/Missiles)	Current Score
Constitution	Poison (HP Adj)	Current Score
Charisma	Reaction/Retainers/Morale	Current Score

GREATER TALENTS

☐ Str ☐ Dex
☐ Int ☐ Con
☐ Wis ☐ Chr

Points	Mod.

LESSER TALENTS

☐ Str ☐ Dex
☐ Int ☐ Con
☐ Wis ☐ Chr

Points	Mod.

Wrestling Rating _____

Special Attacks _____

Vision _____

Detections _____

Methods of Movement _____ Walk _____ Run _____ Fly _____ Special _____

Description: (Head; # of Limbs; Garb/Hide;Manifestations; Abilities)

Shape/Race _____ **Size** _____

Difficulty Modifiers

Easy _____
Average _____ x8
Difficult _____

Magic Factor Circle

_____ x1
_____ x2
_____ x4

Recovery Rates

Friendly _____ 1/round
Neutral _____ 1/turn
Hostile _____ 1/day

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